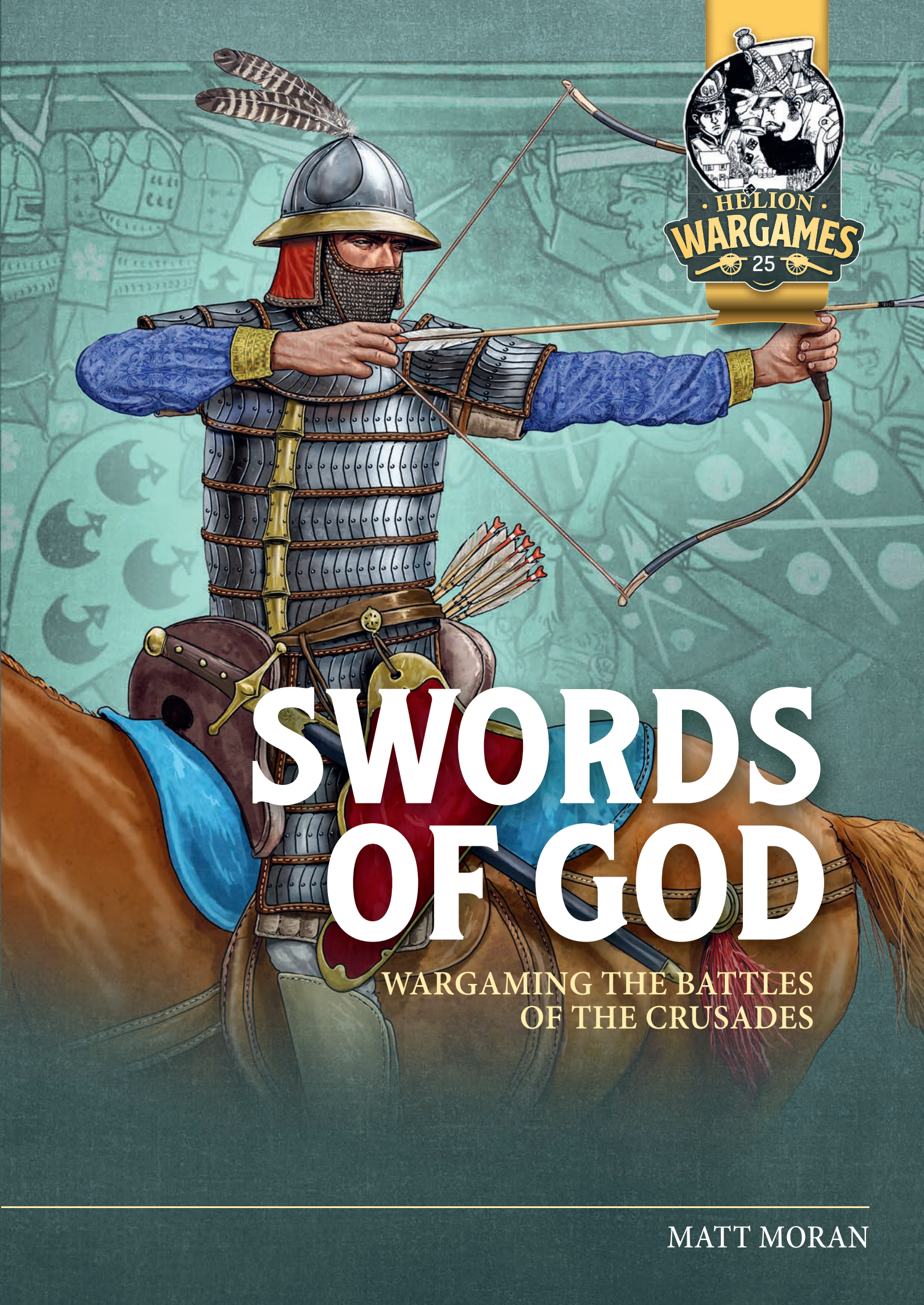

SWORDS OF GOD

WARGAMING THE BATTLES OF THE CRUSADES

MATT MORAN

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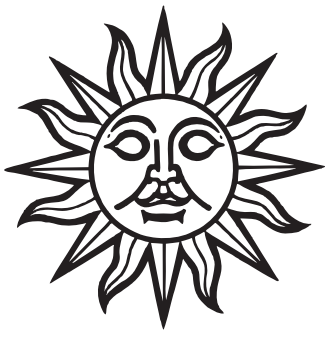
Matt Moran



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Dedicated to my honey-gold Tinúviel and her stormy eyes.

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Contents

Game Design Philosophy 5

1 Game Basics 9
- Core Mechanic 11
- Bases & Batailles 12
- Troop Characteristics 16

2 Turn Order 20

3 Moves 23
- Core Moves 30
- Command Moves 33
- Special Moves 38

4 Casualties and Morale 45

5 Terrain 46

6 Setting Up the Game 50

7 Faith 63

8 Army Lists 72
- Soldiers of St. Peter 74
- Heirs to the Caesars 80
- Successors of the Prophet 85
- Baltic Pagans 90
- Hussites of the Chalice: 1419–1434 90
- Mongol Banners: 1222–1355 92

Appendices:

I Selected Reading 93

II Crusades 94

Baldwin IV (1161–1185), known as the Leper King, was the king of Jerusalem. 15mm Miniatures by Legio Heroica. (Simon Clarke)

Game Design Philosophy

Wargames and role-playing games are far more intertwined than many folks admit. *Dungeons & Dragons* was originally a wargame, and *Warhammer* was a way to sell more D&D miniatures. Both of them present a conflict to be resolved, either as a one-off or part of a longer campaign. Role-players play a character, while wargamers are invited to inhabit the part of a general who exists in a very different social fabric to themselves (unless you too pay the iron price for your daily coffee). Even games written as pure exercises in system mastery assume some understanding of the era being recreated, and some buy-in to the concept of your position as commander, whether corporal, colonel, or king. Crucially, while reaching a narratively satisfying resolution for either requires some collaboration from everyone around the table, both wargames and RPGs take a little agency away from players for exactly the same reason.

Wargames used to have game masters too, who resolved the effects of each general's actions according to their probability of success. But even with a disinterested third party, human nature leads to consensus, and consensus necessarily hangs in a predictable, compromised, mean average space that is the antithesis of the unexpected highs and lows we call drama. And why play if things aren't exciting? That kind of outcome resolution is for algorithms, not games nights.

And here we find where that stolen agency is placed: in resolution mechanisms (often random number generators) that *tell* players how things go rather than letting them decide. This is the chaser in the beer, the gin in the tonic, that not only keeps things moving along by cutting out a certain need for discussion but also – more importantly – offers the occasional unexpected outcome that both players can accept with only minimal grousing! We see here a distinction between the rules (as written in the book) and the game (as experienced in play around the table). The rules propel or constrain the game to push the action in a certain direction, whether narrative, simulationist, or brutally, simply competitive. Sometimes they help achieve the players' aims, and sometimes they don't (this dissonance is what makes a game seem 'unrealistic'). No game can cover the infinity of existence in its finite pages, but every game tries to cover what's important to the topic at hand and patch any logical holes in the rules of play. And those rules must try for brevity, so that they don't impose a stutter in the rhythm of play.

Of course, when unexpected outcomes are too frequent (like 1 or a 20 on a twenty-sided die, for example), the irregular becomes the norm. That's why a bell curve of probabilities is better for games that want to sail through calmer waters to more reproducible results. And what better bell curve than 3d6 (god bless *G.U.R.P.S.*)?

This is, of course, a trick. *Swords of God* isn't really based on *G.U.R.P.S.*, any more than it is on *D&D* or *Warhammer*.

The rulebook's DNA principally comes from *Apocalypse World* by D. Vincent and Meguey Baker. Since 2010, its 2d6+modifier resolution system has led to a whole genre of RPG called "Powered by the Apocalypse" (PBTA), from dozens of authors. While this short summary looks like a retread of *Fighting Fantasy*, the secret sauce in PBTA

is that instead of a generic resolution system for a genred game, PBTA gives genred resolutions to underline the genre being recreated. That means there are Moves for the clichéd, the stereotypical, the defining actions of the sort of fiction being played in. They have names like 'Get Your Way' or 'Dive Into Danger', perhaps 'Rip Open Reality' for particularly dangerous mages. Each of these evocative titles tells you what modifier to add to your roll, and lets you – yes, you the player – choose one or more results from a curated list, all of which keep the action moving forward while reinforcing the type of story being told and the role being filled by the player.

"Play to find out" is D.V. Baker's motto, and a fine one it is for wargames as well as RPGs. Having been a competitive 40k player in the mid-00s and a dedicated follower of all sorts of rank-and-flank wargames since, I dislike a game whose shape can be divined from the mere shape of deployment. I want a story, and I want it to have twists!

And what greater war story is there than the Crusades? I don't just mean in the sense of character arcs, nemesis crushing hubris, ironic rewards and deserved punishments. I mean that the story we tell ourselves of the Crusades is nearly always a hundred percent wrong except for a few broad strokes, and yet the story lives on in a hundred different forms across movies, novels, games, art, popular history books, and regressive racist jeremiads by the intentionally ignorant. The Crusades are so rarely *history* and so completely a story that we tell ourselves that to my eye they occupy a uniquely liminal space between myth and history – perfect fodder for a 13th century-style troubadour's songs. This is why the game is based first on psychological studies of the Crusades, and then tweaked and deepened using more traditionally historical works: since mental models of the Crusades are far more prevalent and believed-in than the 'facts' history has bequeathed us, it seems efter to focus on making each game an engaging story instead of prioritising a rigorously accurate simulation of 'physical reality'.

None of these are really digressions. *Swords of God* (the rules) takes the part of a game master, a troubadour, a bard who wants to tell a gripping tale of blood and heroism. This keeps the game moving by eliminating the need to resolve any null results. If a bard wouldn't linger on them, the rules skip past them. *Swords of God* (the game) focusses on the narrative, letting players lose themselves in decision-making rather than cold-blooded strategising. The Move system borrowed from PBTA keeps outcomes within a believable range while also giving plenty of air-punching successes and groan-worthy failures.

You will almost never know how things are going to turn out before a game of *Swords of God* begins: if nothing else, it has a robust terrain and scenario generator that keys off each general's relationship to the divine. Here is where the history becomes a story. The special rules for each army (lists in the back of the book) aren't based on such fluid (and in many ways recent) concepts as nationality and religion; they depend on your general's personality and how they see themselves as a servant of the divine. Avenger? Martyr? Disinterested professional soldier? All these and more offer Faith Trees that let you spend army morale to activate special abilities and keep the game in the balance right up to the final turn.

The Crusades have been part of my life since I was a small, not just those in the Levant but those in Iberia, the Baltics, and more. If you want to let the Crusades into your life, weave a surprisingly widespread tapestry with *Swords of God!*

Swords of God is a narrative wargame that brings the Age of Crusades (c.1060-1460) to life on your table. Rather than attempt direct simulation of the physical aspects of warfare, the rules instead take inspiration from *chansons de geste* and other romantic literature of the time to create a faster-flowing, more abstract struggle still worthy of a song.

Knights Hospitaller Foot and Mounted in 15mm. Miniatures by Legio Heroica. (Simon Clarke)

This grid-based game fits battles of up to 30,000 men a side onto a 6' x 4' table, but any size of table can be used if your unit bases are smaller than the 'Impetus' standard of 120mm by 40mm, or more numerous than the sands of the sea! Centred as it is on the command and control of key personalities in each army, the game's simple points system makes any size of battle possible. The game also contains a quick chart to help you pick the right size of table for your battle.

Inspired by psycho-historical studies of the Crusades like Avner Falk's *Franks and Saracens*, and based in part on Vincent Baker's seminal *Apocalypse World* (PBTA) rules engine, *Swords of God*'s deep but simple mechanics promote meaningful tactical choices while ensuring the action always moves forwards. Among other things, it features:

- A unified mechanic based on the roll of three six-sided dice.
- Heavy focus on player choice through a Move system that lets you pick the outcome of your actions from a narrow list.
- Gridded movement to get the action started quicker. The sides of each square are equal to half the width of a unit base. This also means that the game can be played at literally any scale!
- Scenario generation that takes into account your generals' personalities and the table's landmark terrain.
- Army morale systems that differentiate units of the same type and keep games competitive to the last turn.
- Seven sets of special rules based on the army commander's relationship with the divine. In an era of personal oaths and charismatic authority, these special rules extend to their army as well.

Army lists for campaigns in Iberia, the Baltics, the Languedoc, Bohemia and the Levant feature curated spreads of unit types, while the 'Faith Trees' available to generals of any religion grant special rules based on their emotional connection to the divine and the religious war that has engulfed your table. Each one gives an army a different feel, providing a great deal of replayability even within the same campaign.

Defending the breach (Michael Perry)

1

Game Basics

History

From Ladybird books to multi-volume collections, the Crusades have been covered in varying breadth and depth for hundreds of years. Given Latin Outremer's incidental position between ageing Byzantium and the powers of Islam and the Great Khans, they have been seen as border brush fires, imperial proxy wars, and even titanic clashes between rival civilisations. All and none of these are accurate depending on the time and place you focus on. Franks and locals co-existed with strong commercial and political relationships in Iberia and the Levant, but civilisational extinction was prioritised in the Languedoc and the Baltic. Historians like Andrea and Holt call the 'common sense' history of the Crusades assembled through movies, fantasy, and folk retellings a 'mythic history'. Less accurate than careful scholarship, more true than hectoring about facts, this heightened, more psychologically archetypical version of reality is what underpins *Swords of God*.

From 1063, when papal banners first flew above conrois assured of indulgences for joining the *militia Christi* in Iberia, religious war sapped the strength of Europe and the patience of its neighbours for four hundred years before devolving inwards into the civil strife of the Wars of Religion and the Thirty Years' War. Between periods of *convivencia* and *realpolitik* burnt moments of Fervour, professional men-at-arms driven to war by the offer of both spiritual and material reward. In Germany (1240) and England (1263–1265), men even took the cross to fight against crusaders! From Lisbon to Latvia, Toulouse to Damietta, Papal standards blessed a myriad of wars. Though most of these conflicts revolved around sieges and chevauchées, battles like Arsuf, the Horns of Hattin, Lake Peipus and Tannenburg still echo through the centuries. These are the battles that *Swords of God* seeks to re-enact on the gaming table, in a way that breathes fierce life into these vital clashes that dictated the religious heritage of millions.

Introduction

Swords of God is a slightly unusual wargame, one that places you in the position of a mediaeval warlord on the front lines of a religious war during the period 1060–1492. The game wants to help you tell a story, so there are very few chances for a roll to result in you doing nothing. If nothing happens, it happens 'offscreen' without needing dice rolls to confirm that the *othismos* continues to roil in place. Instead, to quote D.V. Baker, we 'play to find out what happens'. This manner of play does not lend itself to careful calculation away from the field of battle; rather, it requires a willingness to roll (pardon the pun) with what the dice dictate at the table and adapt to the situation rather than cram it into a prearranged battleplan. Just like a mediaeval warlord!

Much is abstracted in favour of a faster resolution; with a little practice, battles between thousands take only a few hours – almost real-time resolution! Every roll results in *something* happening, because the rules are taking the part of poet, and bards have a keen eye for a battle's ebb and flow. When it is your move, you pick a Move from those available to you, and roll to see how it goes; we call this 'making your Move'.

The game focuses on the great clashes of the age, rather than the raids and sieges that were more typical campaign fare. It is a 'grand tactical' game, where each base represents around a thousand men – somewhat fewer on horseback – and is capable of independent action. However, bases usually join into *batailles* under the command of a charismatic Leader able to coordinate their actions.

While unit profiles are standardised by their battlefield role, differences in 'Fervour', army composition, and a commander's 'Faith Tree' – their special rules and abilities – bring a broad level of variety and replay-ability to the game.

This is not an objective, simulation game – that would require starving men and those dying of thirst to be brutally slain, for the poorest to cannibalise their own during sieges, and camps of men ungirt for battle to be slaughtered. None of that makes for a fun game! Instead, this is a narrative system born more from *chansons de geste* than the chronicles of Usama ibn Munqidh or William of Tyre. 'Glory in service of Faith' is our watchword.

So that players can focus on glory rather than fine questions of millimetres and degrees, the game uses a grid system. The assumed playing area is a table 180cm x120cm (6' by 4'), divided into 75mm (3') squares. If you have mounted your miniatures on bases that are less than 12–15cm wide, each square should be half the width of a base. This is perfect if you want to use 50mm x 25mm bases on a gridded battle map from your favourite RPG, which need only be 24 by 16 squares in size – ideal for playing on the kitchen table. With 6mm to 2mm figures, this can be both cheap and characterful!

The game was written for figures that are 10mm or smaller, but 20mm and 28mm figures also work if you are willing to sacrifice the impression made by massed hordes of miniatures. You will find that since terrain placement and scenario generation form a sort of 'pre-game', smaller scales really lend themselves to stirring sights and grand vistas.

While it may seem peculiar to play a game that owes as much of its heritage to roleplaying games as wargames, I think it was said best of Verbruggen; that 'his contention that to understand warfare the historian needed to view it through the eyes of practitioners, or at the very least, in the literature through which they chose to view it, served to transform our understanding'. It was our aim that the heightened emotion (and hopefully drama!) of this game might do the same for us in the twenty-first century.

Matt Moran, 2023

Aim of the Game

Not all games are created equal: Mousetrap does not attempt to be Texas poker, nor Monopoly a game of Ludo. Different games have different aims, and this is as true of wargames as any other structured human activity with a win condition.

Swords of God aims to write a story. The Moves made by the players weave together to tell a tale of valour and good fortune, of reversals and hard-fought victory. The rules take the part of a troubadour singing a lay about you (well, you and your partner across the gaming table). The dice do not decide what you do, but instead reveal how things unfurl – at various points this is referred to as 'oracular', because checking the dice can feel as weighty as casting the bones to tell the future! This is actually why dice were originally introduced into *kriegspiel* wargaming; to prevent game masters from resolving everything sensibly and boringly, and restore a bit of chaos, luck, and fated heroism to things!

The player's aim is, of course, to defeat the enemy army. The battlefield and victory conditions can be semi-procedurally generated before each game to test your tactical nous against an ever-changing array of challenges.

Rather than lean into the 'death spiral' mechanic so cunningly used by many tabletop games, *Swords of God* puts its thumb on the scale in favour of the underdog so that battles remain tense all the way through and it is very rare for the outcome of a game of *Swords of God* to be a foregone conclusion at half-time. This might seem artificial – why do players gain 'Faith' for losing units? Because their lead and plastic men are affirming their faith by continuing the fight in straitened circumstances! Why does *Heaven Sent, Hell Bent* seem to produce worse results for high triples? Because the player just rolled an 18, they don't need any more help from Lady Luck right now! Most of all though, the rules are a troubadour, and there's little excitement to be had singing about a one-sided massacre.

Finally, the game wants to nudge you into acting like the leaders of old. The Moves are structured in such a way as to encourage certain behaviours that in the moment seem totally rational, but with the benefit of hindsight might seem suboptimal. This is intentional! The warriors who prosecuted the Crusades – on all sides – were nearly all trained and experienced professionals, and their choices have been tutted down by armchair generals for centuries! We want to try and show how rational generals can make irrational choices.

Hopefully, this brief summary of what the game aims to achieve will help you 'tune in' to how the mechanics work and enjoy *Swords of God* all the faster.

Core Mechanic

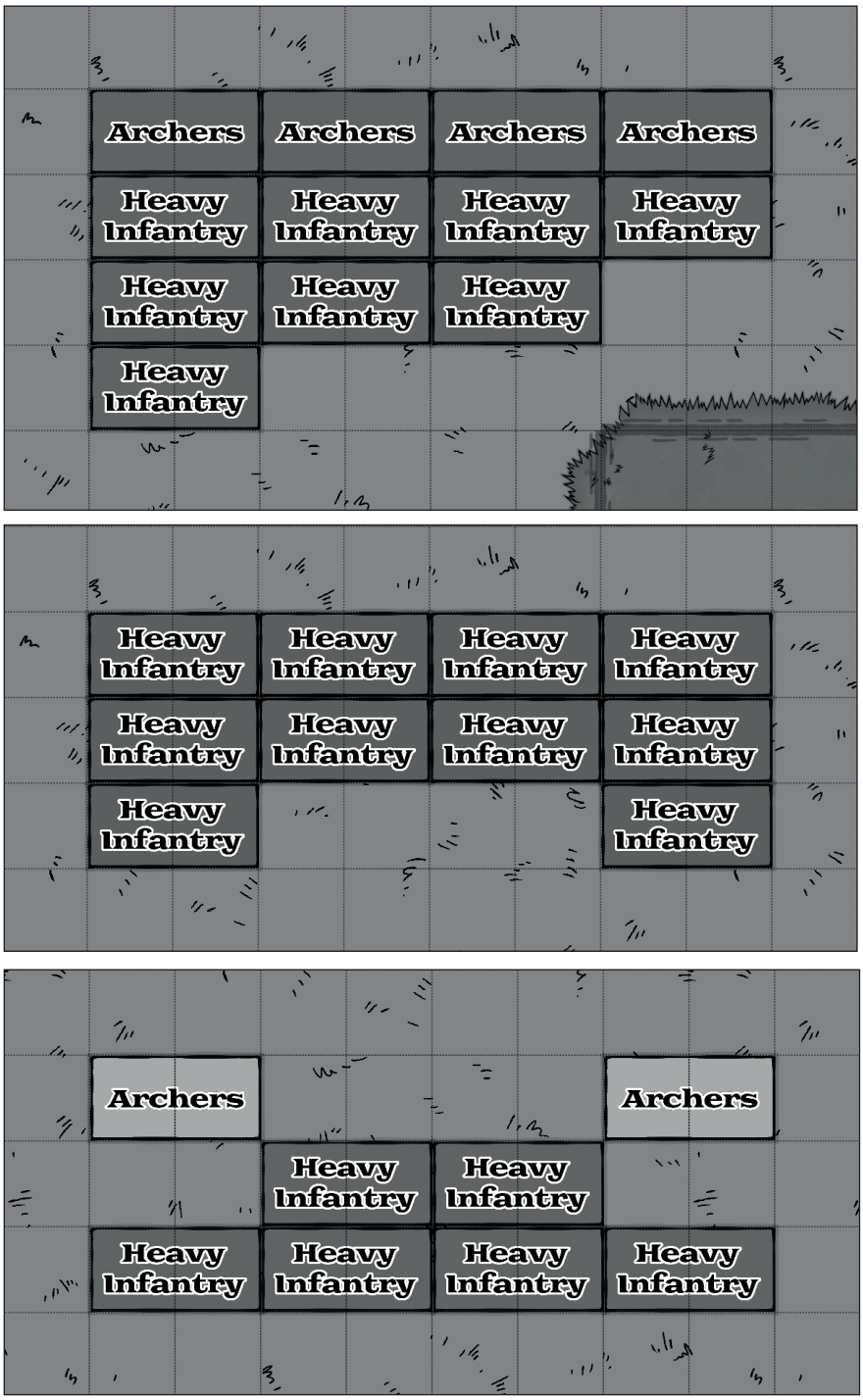
The first and main rule in *Swords of God* is this: choose a unit, declare your Move, and roll 3d6+bonus. The dice will tell you how it turned out; the higher the better!

The maximum bonus possible for any roll is +6. At that point, the chance of rolling a 9 (1+1+1+6) is 1/216; more than excellent odds for any dashing commander!

Bases & Batailles

A **base** is a stand of figures all attached to the same piece of plastic, wood, or MDF, representing up to a thousand men at its most packed. It covers two squares on the board grid.

A **bataille** (pronounced bat'EYE) is one or more bases from the same army in adjacent squares under a Leader's command. This is measured through the flat sides of each box: corner contact does not count. Ranks do not need to be filled before another is added; batailles can look ragged. They can also be offset, rather than in perfect columns. This is rarely helpful, because push backs and 'Fervour' loss now affect two rear bases instead of one; but it remains an option, nonetheless.



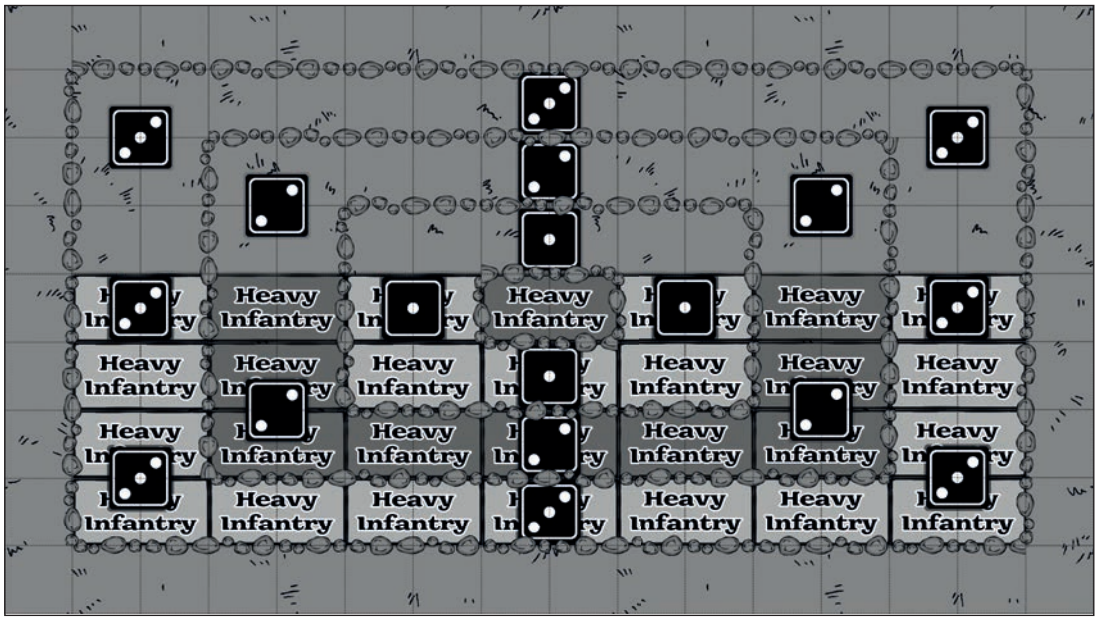
While bases in echelon, or with irregular ranks can form a single bataille, bases that are only in corner contact do not count as part of the same bataille.

A bataille of more than one base needs a Leader to command it, or else its potential constituents must make their Moves as individual bases at the end of the Battle Phase. When an uncommanded base makes a Move on its own initiative, any reference to other bases in the same bataille (e.g. Volley Fire, p.38; Stampede of Dust and Iron, p.39) refers to all friendly bases in their orthogonal chain of contact, even if they too are uncommanded.

Only the highest-ranked Leader in a bataille can use Movement Command Moves on the bataille as a whole, but any Leader can break away with the bases under their command if the situation demands it. A bataille needs at least one Leader in it to act in concert or use Command Moves

When a bataille loses Fervour, the target base must lose at least 1 point, but any bases behind the target base can share the remainder. If all bases in a column are reduced to Fervour of zero, excess Fervour damage spreads left and right, placed according to the owning player's wishes. When a bataille is attacked from the flank or rear, Fervour is still assigned by column and then by rank.

This graphic shows the various sizes of the batailles different levels of Leader can command. You will see that while level 0 Leaders can only really lead their own men to war, epic level 3 Leaders can keep control of shield walls (or waves of cavalry) up to seven bases across.



Here we can see the bases each level of Leader can command, and how far forward their *radius* extends for the purposes of Faith abilities.

Mixed Batailles

Batailles are not always made up of exactly the same kinds of soldiers. Mixed batailles cannot be activated as a whole to use any of their Special Moves. When a Special Move is used, only the bases with the same Special Move ability will activate (if they can; normal rules on interpenetration still apply). When the bases in a bataille have different characteristics, those characteristics are assumed to be:

- The slowest Pace.
- The best Mettle and Fervour from among the bases in the front rank.
- Bloodied bases cannot use their allies' Mettle or Fervour. If a bataille with bloodied bases must act as a whole, it uses the worst Mettle and Fervour from among all its bases.

Leaders & Batailles

In the absence of large 'nation-states' as the modern world knows them, Crusades and the armies resisting them both formed around magnetic personalities, which this game calls Leaders. Regardless of whether they are modelled as a simple knight on foot or a dramatic rock-climbing hero on a rearing horse, Leaders always form part of an otherwise ordinary base. They never leave their base during the game; they will fight and die with their retinues (or flee, and have no more impact on the battle). When a Leader's base is removed, the Leader automatically goes with it.

Leaders are ranked between 0 and 3. For flavour, we tend to call them Leader, Elite Leader, Heroic Leader, and Epic Leader. This determines several things:

- How many extra Moves they can make if they retain the initiative during their activation. They cannot make the same Move twice in a row, but Heroic and Epic Leaders can use alternating Moves A-B-A-B if they roll well enough.
- How many times during the game they can re-roll a Move that includes their base. This is best recorded with a discreet d6 or pile of counters at the back of their base. This re-roll can be used on another Leader's order, as long as that order also affects their base. If you re-roll a Move, you do not get the '9 or less' result from the first roll, so no gaining Faith *and* going against the will of the dice!
- How many bases to either side of their own they can inspire to fight in the press of battle. Command and control is very difficult in this era, and is more about personal demonstrations of bravery than careful consideration from the rear. An ordinary value zero Leader only commands their own base – great for a company of mercenary turcopoles on the far wing, less useful for the commander of a long bataille of archers and spearmen! For example, an Elite Leader can command a bataille three bases across; his own and one to either side. Note that bases in front of a Leader can never be under their command. However, this does not mean they cannot count as part of the same bataille for reasons other than the Leader's commands (that is, Fervour loss, supporting in combat, the number of bases of a certain type in a bataille, et cetera).

Timing remains forever crucial in warfare. Richard the Lionheart ensured 'six trumpets [were] placed in three different places in the army, which would sound when they were to turn against the Turks' – but with contemporary technology and training, that was all he could do! As Sean McGlynn elegantly puts it: 'Once contact had been made with the enemy ranks, little control was left to the commander. In the confusion of battle, trust had to be placed in the battalion commanders and their tactical units and lieutenants. Banners, heraldic devices and surcoats helped to identify individuals, but often little could be done to alter what was already in progress by those in the thick of the melee. Hence the need for tactical reserves, as Montfort showed at Muret, from where the commander could see the bigger picture of the engagement and deploy the reserve where it was most needed'.

When a base is within a friendly Leader's range (not radius), it is considered under their control or commanded. A commanded bataille can make Command Moves under their Leader's direction.

A Leader in rough ground decreases their command range. They can command a frontage of one fewer base than normal, so an Elite Leader (1) could command a bataille two bases across, and a Heroic Leader (2) could command a bataille four bases across. As you will see in the terrain section (p.51), different troop types find it harder or easier to move through various terrain types, so Skirmishers and Light Infantry are very useful for protecting your flanks or infiltrating enemy lines.

Warrior's Pride

During deployment, a Leader will not accept a subordinate position in another Leader's bataille unless at least three discrete batailles are already present on the table; the traditional Van, Main, and Rear battles. Once these have deployed around their Leaders, any further Leaders can be added to whichever batailles the owning player prefers. Sometimes these heroes lead reserves or flanking forces, and other times they serve at their liege lord's side. There can still only be a maximum of one Leader on any given base.

Generals & Archetypes

One Leader is your commanding general. This need not be the highest-ranked Leader, just whoever you feel best represents the personality around whom the army assembled. If you are using an army list (p.72), you'll notice that the generals of various societies must always join certain types of bases.

Your general also has an archetype, based on what most motivates the personality whose power and charisma assembled your army in their own image. This archetype determines which Faith tree the army uses. You can read more about this element of the rules in the Faith chapter, page 63.

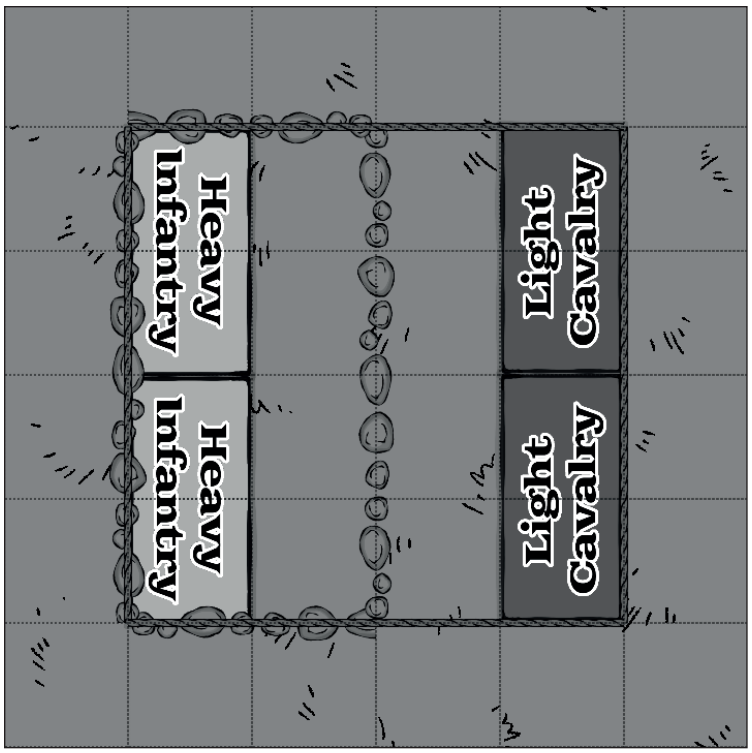
Avenger	Filled with hate over some real or imagined slight – survival ranks a close second to slaying their opponent.
Defender	Fights only out of love for whatever they are protecting, whether that be family, fief, or fane.
Glory-hound	Fights to win (and maybe even demonstrate) personal valour, the army as a whole be damned.
Plunderer	Fights to claim plunder, and plenty of it.
Martyr	This general's eyes are fixed firmly on the gates of heaven – defeating the enemy ranks a close second to dying in the name of God.
Professional	Fights without an interest in how the war ends, only to keep winning.
True Believer	Fights with no schooling in the arts of war, but faith beyond faith in the workings of God's plans.

Troop Characteristics

For ease of play, your myriad miniature warriors are grouped together into units on bases. Unit bases are two squares wide and up to one square deep; all the miniatures atop a given base move and fight as one. With the 75mm boxes generally assumed for a 180cm x 120cm board, standard bases would be 120mm x 40–60mm: equal to one Impetus base, two Warmaster units, or six 15mm scale DBA bases.

You can make unit bases that completely fill their two squares, but in practice these are often fiddly to move around because fingers jostle the bases around them. Bases that are slightly smaller than the squares used might also occur because two players' collections are based slightly differently: this is totally fine, because the grid aligns all ranges and movements without putting either side at a disadvantage. Some collections have their leaders, heroes, and commanders on separate bases, and these can simply be placed in one of the squares taken up by the base they are 'part of' during the game.

Formed infantry units are assumed to have around 1,000 men in an average of four ranks, while cavalry and infantry in more dispersed formations represent proportionately fewer combatants. That means that boxes represent around 70–80 metres each; the battlefield of an average 100 point game would therefore be around 3.6km by 2.3km.



Every base 'controls' the ground equal to its own Pace straight ahead; the limits of premodern massed formations mean it does not control squares to either side. Enemy units may not make Advance, Wheel, or Pray Moves in or through squares controlled by the enemy because of the immanent threat, but they can *end* their Moves there.

Each troop type has a Special Move they can make without an order from a Leader in the initiative step at the end of the Battle Phase, in addition to the Core Moves available to all troop types. When a Move refers to capitalised infantry or cavalry, it refers to all three of Light, Heavy, and Elite Infantry, or Light, Heavy, and Shock Cavalry.

Troop Table			
Name	**Pts**	**Pace**	**Mettle**
Skirmishers	1	2	0
Archers	2	1	0
Light Infantry	3	2	2
Heavy Infantry	4	1	3
Elite Infantry	6	1	4
Light Cavalry	4	3	1
Heavy Cavalry	4	2	2
Shock Cavalry	7	2	3
Pilgrims/Mobs	2	1	2
Leader (0)	3	-	-
Elite Leader (1)	5	-	-
Heroic Leader (2)	13	-	-
Epic Leader (3)	25	-	-

Points: This is how many points a single base of this troop type costs when organising a matched play battle (as opposed to a historical refight). The usual limit is 100 points.

Pace: This is how fast and manoeuvrable these troops are in the face of the enemy, abstracted into the squares used to measure all distances in *Swords of God*. If this seems slow, remember that many Moves let a unit move twice.

Mettle: This is your base's durability and stamina once caught in the grim whirlwind of melee, and is based on their professionalism and discipline.

Fervour: This is the faith and morale shown by your men. It serves both to track their faltering courage and their winnowed numbers as the game goes on. It's not listed on the table because your army's Fervour is up to you! Because of the limits of mediaeval logistics and communications (even with priests moving here and there among the ranks, inspiring soldiers to forget their hunger and thirst), an army gets only 4 Fervour for every 10 points spent on bases: the usual 100 point army gets 40 Fervour to divide up among your bases as you see fit. A base can never have more than 6 Fervour.

This is what lets a selection of 10 basic troop types reproduce the effectiveness of a truly vast number of unit types. Archers with Fervour 4 are a much better fit for English longbowmen than Archers with Fervour 1, who are probably peasant conscripts. We can all imagine lily-livered nobles producing Shock Cavalry with Fervour 1; bullies who cannot stand any setbacks. Skirmishers with Fervour 6? Clearly individualistic warriors of high renown and nothing like the Fervour 2 Skirmishers who are only here to throw javelins and get paid.

In addition to the standard metrics of wounds received and spirits shaken, the ebb and flow of Fervour within a bataille also represents the daring going to the front, the cowardly retreating, and all other morale effects that would otherwise require player attention. Leaders have a few Command Moves that can rally the bases around them when the going looks tough.

Archers

Dedicated long-range missile troops, whether armed with bows, crossbows, or in the later period, handguns. In very rare instances, they might include batteries of mangonels, ballistae, or artillery firing on people instead of the structures they normally target.

Heavy Cavalry

Impact cavalry, trained to ride into the crush of melee. Often they will prefer to charge, withdraw, and charge again rather than mire themselves in the scrum. Given a place of honour in most armies that raise them.

Light Cavalry

Small horses, little armour, light weapons; pilLight Cavalry from Toledo to Baghdad fight the same way – by exacting a death of a thousand cuts, the last of which comes at close quarters rather than from short bows or javelins.

Shock Cavalry

Full-time professional warriors, the cream of any civilisation who can afford the time and money to equip and maintain them. Part-timers need not apply; those fight as Heavy Cavalry. You might draw the distinction as being that between Simon de Montfort's northern knights and those following Peter of Aragon; the Spaniards did not have the same proficiency with massed and disciplined charges.

There is a special rule we shall call *Flower of Chivalry* where enemy Fervour loss caused by a Shock Cavalry base's Move is always equal to their highest die.

Elite Infantry

Dismounted knights and other heavily-armoured, highly-trained warriors. These are always full-time professional soldiers with reputations to protect and chaff to reap.

Heavy Infantry

Armoured spearmen, pikemen, sword-and-shield warriors – all ordinary infantry whose job is to serve as the army's anvil. They are far more common in the second half of our period, as the democratisation of steel evens the odds between footmen and knights.

Light Infantry

Lightly armed and armoured men who cover the flanks and seize rough ground. Valuable in any army, they are often key to anchoring your line against enemy encirclement.

Pilgrims

The fighting poor, equipped with little more than unwavering faith. In chronicles they are variously referred to as the plebs, *pauperes*, *peregrini*, *mediocres*, *menu peuple*, *populus*, *ribaldi*, ribauds, or 'commons of the host'.

Skirmishers

Often protected by little more than a helmet or buckler, Skirmishers tend to wield ranged weapons and could be Archers if their ranks were not so dispersed. Brittle and fragile, Skirmishers are key to several pre-battle rolls and make valuable screens for your more important units.

Skirmishers suffer from the *Chaff Before The Scythe rule:* When other unit types use Hold The Line against Skirmishers, the Skirmishers are always destroyed in addition to any other results. Skirmishers can Hold The Line against other Skirmishers as normal.

Crusaders on the march (Michael Perry)

2

Turn Order

Battle Phase

1. Roll +Faith; the highest goes first. On a draw, the player with the highest Faith total wins. If this is still a draw, the player who rolled the most, highest dice wins (e.g. If both players rolled 13 with a Faith of 5, but one rolled 6, 6, 1 and the other 6, 5, 2, the player with two 6s goes first).

2. Activate an inactivated Leader and their bataille. Choose their Move from among the Core Moves; their troop type's Special Move; the Command Moves; and any Moves made available by their Faith (if any). Roll and resolve, then determine who now has initiative; by default, it shifts to the other player after each action. Bases that do not share the Leader's Special Move cannot participate when it is made.

Moves	Core	Command	Special
Melee	Hold The Line	Fall Back *Heroic Last Stand* Mortal Combat	Break The Wave (Heavy Infantry)
Movement	Advance *Desperate Charge* Struggle Through the Brush	Glorious Charge *Wheel*	Disciplined Advance (Elite Infantry) *Foxes in the Vineyard (Skirmishers)* Wolves In The Stall (light infantry) *Thunderous Charge (Shock Cavalry)* Wild Charge (Heavy Cavalry)
Ranged	-	Darken the Sky	Stampede of Dust and Iron (Light Cavalry) *Volley Fire (Archers)*
Spiritual	-	Inspire The Troops *Pray*	Rush of Believers (Pilgrims/Mobs)

   a. If the 'retain the initiative' result is chosen for a Move, Leaders may attempt additional Moves equal to their rank (i.e. 0, 1, 2, or 3). Each additional Move must be bought with an additional 'retain the initiative' result from the subsequent Move. You cannot make the same Move twice in a row.

      E.g. *Bohemond (Leader 3) makes an Advance Move. Retaining the initiative, he makes a second Glorious Charge Move. Retaining the initiative, he attempts a third Hold the Line Move – this one does not retain, so initiative shifts to the other player before Bohemond can take his potential fourth action.*

      If a roll gives more choices than the Move has results that can be resolved within the rules, the player gains Faith equal to the excess. This is quite a rare occurrence; if resolving one result renders the others unusable then this gift still applies whether the manoeuvre is intentional or not.

b. Multi-base batailles only activate together under the control of a Leader. However, not every base needs to activate with the Leader; some can be left behind by an Advance, or not loose arrows to Darken the Sky (especially when they have no ranged weapons).

c. If a bataille has no Leader, its player can choose to declare that none of its bases will activate this turn; this counts as activating a bataille and plays passes with no chance to retain the initiative.

3. Next player activates a bataille as per step 2. If they have fewer Leaders left to activate than their opponent, they can choose to pass and return initiative. They cannot do this more than once in a row before activating a bataille as normal.

4. Repeat steps 2 and 3 until all Leaders have been activated. No base can be activated more than once per turn, but they can interact with more than one Move in the same activation if their player retains the initiative.

   a. *A base and its Leader count as **activated** if during the current turn it has already: changed position; contributed to Fervour loss; rolled for a Command Move; took part in a Volley Fire activation; is bloodied and all friendly Leader bases have been activated; its player declares it will not activate this turn; its player declared a Move and rolled 9 or less.*

   A base does not count as activated until the end of its activation.

   b. ***Interacting** with a Move includes supporting in a Hold the Line Move; granting +blessings to Melee Moves; gaining Fervour from a Command Move like Mortal Combat; being rallied by Pray or Inspire the Troops.*

5. Unbloodied bases without Leaders that have not activated this turn may now attempt either a Core Move or their Special Move. The last player to activate a Leader cedes initiative, and the other player is the first to activate an unbloodied base on its own initiative. Each player can roll for one base before automatically ceding the initiative.

Prayer Phase

1. Remove any bloodied base without a Leader reduced to Fervour 0. They have routed in disorder, or retreated to camp because they and their mounts are too exhausted to keep on fighting. They count as casualties.

   a. Each base within 2 squares of the enemy's longest board edge and at least 2 squares from the closest enemy base must roll +Faith, and leave the board in search of undefended loot on a 9 or less.

   b. For each of your bases with a Fervour of 1 or more that left the board this turn because of a roll you made (generally looters as above, or Skirmishers and Light Cavalry dispersed by your charges), add 1 Fervour to any infantry, Pilgrim, Heavy Cavalry, or Shock Cavalry base of your choice. Remember that maximum Fervour remains 5.

2. If any army is at Faith 0, all their batailles without Leaders must withdraw.

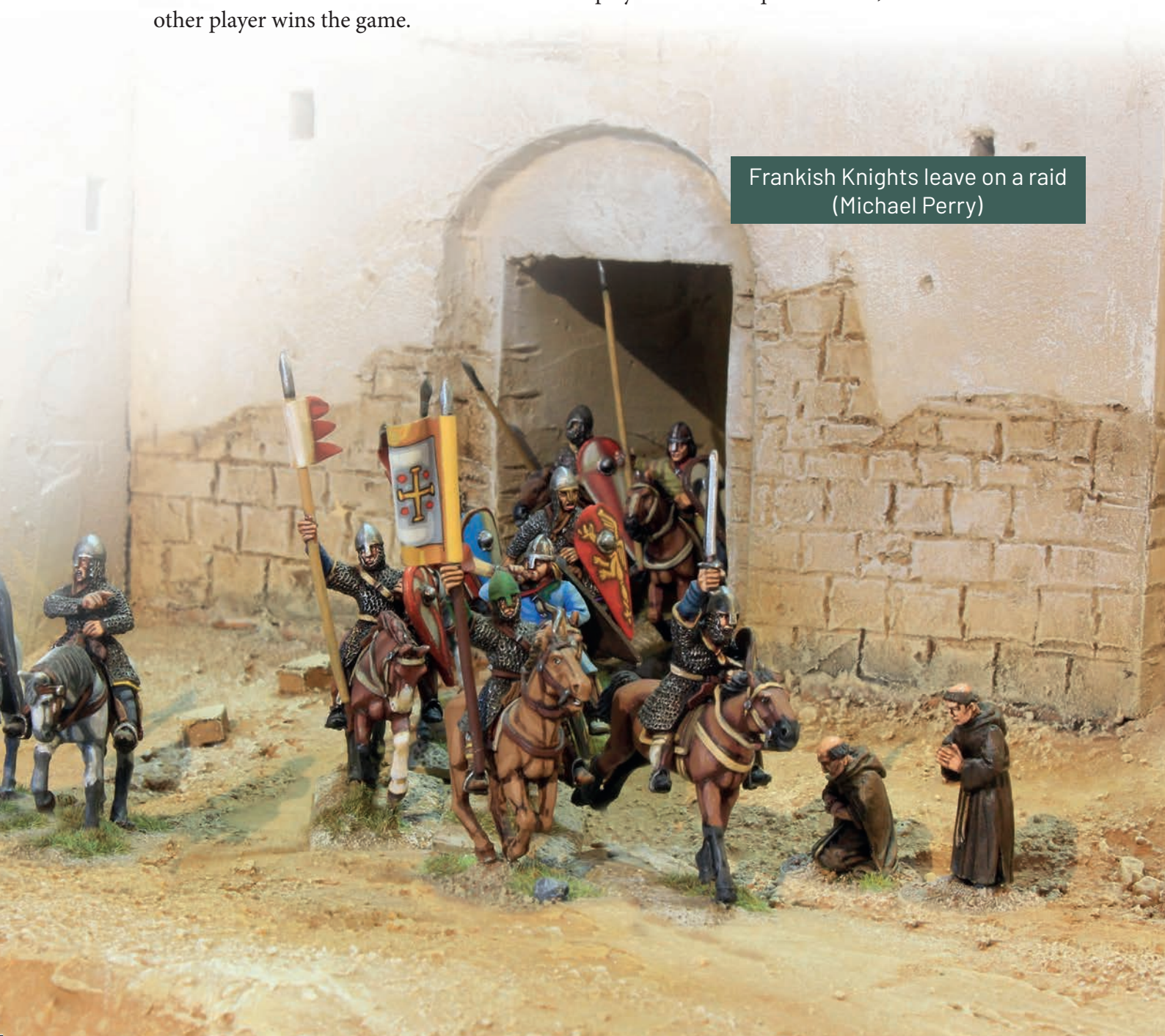
    a. Naturally, if *all* their batailles are without Leaders, they have quit the field entirely and the other player wins the game.

3. If any army is above Faith 0, the enemy player rolls a d6 for each of the army's bases not in contact with an enemy base and without a Leader in its bataille. On a roll that is higher than the army's current Faith total, the base breaks faith with their sacred duty and flees the table. You might think Skirmishers should be immune to this, but Skirmishers often think they should not have to stick around when the bleeding starts.

    If a base is uncommanded but still adjacent to friendly bases within a friendly Leader's command range, it is not rolled for.

4. +1 Faith if you lost any bases in the Battle Phase this turn. +1 Faith for each Leader you lost this turn.

5. Check if the scenario has a winner! If all of a player's batailles quit the field, the other player wins the game.



Frankish Knights leave on a raid (Michael Perry)

3

Moves

There are a few rules that apply to all Moves, which we cover here. The special rules for each Move are covered within the Move's text box. Once you know these core rules, most Moves can be resolved without reference to the rest of the book. Sometimes this may be jarring to veteran wargamers, as there is only ever one side rolling at a time. But the Moves *belong* to one side, and their results are just that – theirs! Yours, of course, are when your troops get their chance to shine. Moves are divided into three tiers of specificity.

- **Core** Moves can be used by any base, even on initiative at the end of the Battle Phase.
- **Command** Moves can be used by any base with a Leader, regardless of its troop type.
- **Special** Moves can only be used by bases of that specific troop type.

When a Move has a target (as all charges, Melee and Ranged Moves do, among others), the target base must be specifically pointed out before the dice are rolled.

All distances are measured in flat faces of a square crossed in an imaginary line from the activated base(s) to a target. All distances are drawn through straight sides of a square, never through corners. Distances are either away, or within.

- **Away**: the number in question refers to the spaces *between* the target and the active unit.
- **Within**: the number in question refers to the distance from the active unit to the square the target is in.

Engaged: When units are in one or more squares controlled by the enemy, they are considered 'engaged'. Bases can only control squares directly to their front (see p.16). Engaged has several subsidiary terms:

Here we can see red Archers contacted by blue, red Heavy Infantry contacting blue, red Elite Infantry in contact with blue, and red Shock Cavalry adjacent to blue.

- **Contacted**: The unit is in a square controlled by an adjacent enemy unit. Contacted bases control no ground; they are too busy fighting.
- **Contacting**: The unit controls an adjacent square in which there is an enemy unit.
- **In contact with**: Either of the above.

Adjacent: Any form of 'engaged' listed above, and any other combination of units in immediate proximity, including flank-to-flank.

The actions in a Move's opening box must be possible for the Move to be used. Similarly, any restrictions listed with the bonus to apply must be fulfilled. If one or both of these are not feasible, the unit must attempt a different Move instead.

Once the dice have been rolled, and the bonus in the top right corner of the Move box (1) added to the result, the main paragraph text (2) is resolved in the order it is written in. The player with initiative resolves the results they choose from the choices section (3) in the order of their choice. Should you wish, you can choose the same result more than once.

Advance	**Type**	Movement	**Roll**	+Fervour [not adjacent to any enemy bases] 1
15+ 2	**Choose 2.**			
10+	**Choose 1.**			
9 or less	**Your bataille refuses to approach the foe. Gain +1 Faith.**			
Choices 3	Move the bataille forwards, using its lowest Pace value +1. The bataille cannot enter rough ground or squares controlled by enemy bases. • A forward diagonal costs 2 squares of movement so is not available to batailles with a Pace of 1 unless they select this result twice. • Spend 1 square of Pace to align rear rank(s) 1 square during the move forwards.			
	Leader retains the initiative.			

Advance Move

Contested Move: Deduct the enemy's rating from your own before rolling. E.g. *Emir ad-Mansour wants to use the Hold the Line Move, which adds contested Mettle to the roll. His ghulam Shock Cavalry have a Mettle of 3 and the turcopole Light Cavalry he is facing have only 1, so his final roll is 3d6+2.*

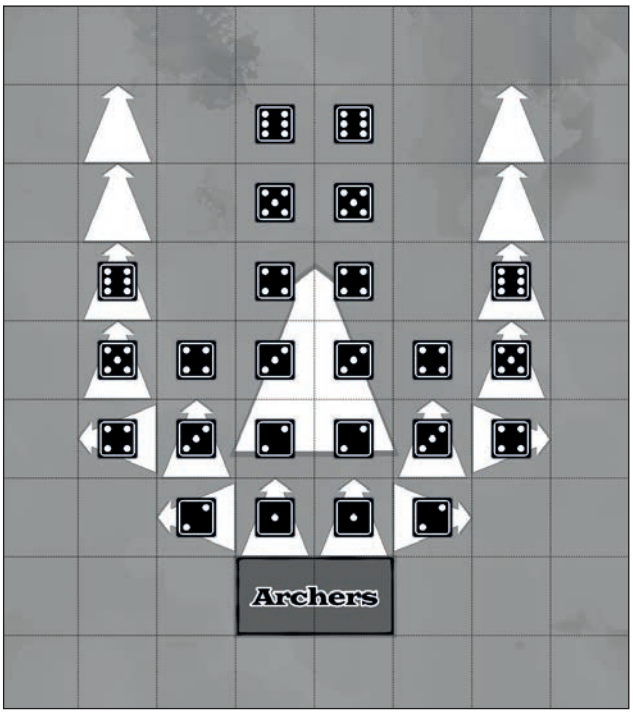
The final point here is that only possible results may be chosen: bloodied bases cannot be bloodied again, Leaders with no Moves left cannot retain the initiative, batailles entirely bereft of Fervour cannot lose Fervour, et cetera. This also means that if a Move offers a choice of affecting the 'closest enemy base', then if the effect cannot affect the closest base (because it is already bloodied, for example) it applies to the *next* closest base. That is the closest enemy base [to whom this choice can be applied]. When a Move could target several of 2+ enemy bases, players alternate selecting who is affected.

When two long batailles engage, the player making the Charge Move chooses the 'target base' from which Fervour loss (and other consequence!) spreads. This represents the commanders of your smaller retinues choosing the eftest place for the head of the spear to land.

Each Move has a type: Movement, Ranged, Melee, or Spiritual. While charge Moves are not a separate type, they are referred to in the text: this means any Move with 'Charge' in its name. Each type has its own list of **blessings** and **curses**; battlefield situations at the start of a Move that put the active unit at an advantage or disadvantage. +blessings and +curses increase the number of dice you roll. However, the final total is still calculated with 3d6: the highest three when blessed or the lowest three when cursed. Removing dice – high or low – is done before checking the dice against the Move's effects. +blessings and +curses cancel each other out 1:1, so you can only ever be blessed, cursed, or neither – never both. This means that Hold The Line and charge Moves become exponentially more difficult to use well the more curses are weighing you down.

Movement Moves require open ground, and end whenever another base or an area of rough ground is contacted. Unless otherwise specified, Movement Moves cannot put a base in contact with an enemy unit, or move a base entirely through or into rough ground. A bataille can continue a Movement Move through a gap that is one square tighter than its frontage, but no narrower. Remember that batailles can abandon bases during a move to maintain their speed.

Ranged Moves cannot be used on enemies who are adjacent to friendly bases, but can be used on enemies who are supporting in corner contact (not side-to-side). They can't be used by bases who are themselves contacting or contacted by the enemy. Remember that only a base's front can impose contact on others, so; Archers who are flank-to-flank with enemies can still shoot.



Line of sight is drawn to the enemy from the active base's front edge through flat faces of the intervening squares. Absent meddling terrain, this means that if an army deploys its Archers on its front line, the enemy front line should immediately be in range of Volley Fire. All bases block Ranged Moves as per *Obscuring* terrain (p.47), even the active one. Line of sight is drawn forwards in a straight line: you can only draw it through a maximum of two perpendicular faces; all others must be directly between the active base and its target. If a maximum range applies to a Move's results, it is listed within the Move itself.

As you can see here, squares to a base's flanks are further away than those straight ahead. This is how a square-gridded board resolves a diagonal field of vision.

Blessings and Curses		
	+blessing	**+curse**
Melee	• Longer bataille than the enemy (up to twice, for each wing you outflank them on) • Fighting downhill • Attacking from the rear and/or flank • Deeper bataille than the enemy (across your bataille's whole frontage) • Skirmishers fighting any other while entirely within area terrain	• Contacted on any side but the front • Fighting uphill • Fighting across a linear obstacle • Fighting enemy in a Defended square • Bloodied • Fighting in rough ground
Movement	• Making a Charge Move downhill • Two or more bases behind Leader's base • Still in own field of deployment	• Bloodied • Contacted by the enemy.
Ranged	• Target 1 or 2 squares away	• Target partially obscured by terrain or bases (line of fire drawn to only a single face)
Spiritual	• Within general's command radius • Enemy leader removed from the board this turn	• Contacted to the flank or rear • Bloodied • General is dead

Whenever a Move has a numerical result – usually a change in Fervour – it is assumed that the number is the **middle** result in the die roll for that Move. *Example: Geoffroy rolls 3d6+3 for a Mortal Combat Move, and gets 2, 6, 4 (+3). The enemy Leader is level 2, so his total of 13 still gets him the three choices of the 15+ bracket. He chooses to sacrifice himself to kill the enemy Leader, inspire his men, and dismay the enemy. The bases in what was his battle regain 4 Fervour between them, and the enemy battle loses 4 Fervour. An end worthy of a song!* If a double is rolled, one of the dice in the double counts as the middle die. On a triple… just check Heaven Sent, Hell Bent on page 28. Exceptions are always noted.

Changes in Fervour are always allocated by the player that owns the affected base(s), regardless of who makes the Move. Fervour loss is applied to the target base, or any base in a contiguous column adjacent to its rear edge. The target base must lose at least 1 Fervour. Since this represents not just casualties, but also a drift forwards and backwards of inspired and shrinking warriors respectively, supporting bases can be reduced to Fervour 0 before the target base. Fervour loss never spreads sideways until all bases in the column have Fervour 0.

Interpenetration: No matter who is moving or why, no Move can move units through each other unless it is *specifically* cited as a possible result. Units will usually stand firm or be pushed back. On the other hand, allied Skirmishers can be dispersed by all Cavalry, Elite Infantry, and Heavy Infantry during their own Move orders (but not during the chaos caused by enemy orders). They leave the board but do not count as destroyed for the purposes of morale – this represents them scattering unharmed once their part in the battle is done. Many charge Moves allow enemy Skirmishers to be summarily removed/ as well. These *are* casualties.

Push Back: When a base is pushed back, friendly bases with equal or lower Fervour

A column of Light Infantry loses 5 Fervour. Blue assigns 1 to the target base, and reduces the rear two to zero.

must give way (counting as pushed back in turn). Friendly bases with higher Fervour can choose to hold firm; in this case, the base being pushed back stops in contact with the immobile base and is destroyed if the enemy follows up, regardless of whether they regain contact with the retreating base. Confusion combines with enemy action to scatter the base as a functional fighting formation.

- A base that is pushed sideways by a flanking enemy is bloodied, or destroyed if pushed back into rough ground or friendly bases.
- A base that is pushed back into any side of an enemy base or other impassable terrain is destroyed.
- A base that is pushed even partially off the edge of the board is destroyed.

Follow Up: A unit cannot follow up further than its Pace; retreating cavalry can often outpace infantry who push them back. When a unit follows up, bases to its rear in the same bataille follow up, but supporting bases to its flanks do not.

Retain the Initiative: This result refers to the Leader making the Move, not the entire army. Armies are not coherent wholes in this period, rather an array of retinues in pursuit of a common goal. If the Move is being made by an uncommanded base on its own initiative, or by a Leader with no more extra Moves to make, this result cannot be chosen. A Leader can retain the initiative as many times as they have ranks in Leader (0–3), but must always resolve it after all their Move's other results. This may seem exponentially over-powered, but remember that they sacrifice a result from each Move to retain the initiative and roll the next one – and that the odds of getting multiple 'choose 2+' outcomes grow vanishingly small with each success.

You cannot make the same Move twice in a row, but you can make it more than once in the same activation – an Epic Leader could even use two Moves twice each in an A-B-A-B sequence.

Heaven Sent, Hell Bent

Whenever a triple is rolled for a Move, check this chart for the act of God that follows. As you can see, there are different results depending on whether the triple was rolled for a Move by a General, a Leader, or an uncommanded base. You will also notice that there are better results on low triples and worse ones on high – an 18 does not need more luck, the underdog does! As random events are not under a commander's control or part of their Move, they happen whether or not a roll is re-rolled.

Acts of God		
Number	**Rolled By**	**Effect**
1	**General, or on behalf of the whole army**	Every base in the general's bataille changes its Fervour to match the general's base.
2		Two bases may move 1 square in any direction. They must each end this move adjacent to at least one friendly base.
3		All units treat rough ground as impassable for the rest of the turn. Units already in rough ground are trapped in place, not destroyed unless pushed back.
4		For the duration of this activation, all bases in your general's bataille count as unbloodied.
5		Closest 3 enemy infantry bases are immune to Fervour loss from your Ranged actions for the rest of the turn. They are considered activated from this point onwards.
6		Sudden storms wrack the battlefield; once the current Move is over, all Advance Moves for the rest of the game have to be Struggle Through the Brush Moves instead.

1	**Leader**	If an enemy Leader's base is adjacent to this Leader's base, the enemy Leader is considered slain as per the Mortal Combat Move.
2		The closest enemy Leader and their bataille make the Desperate Charge Move. You retain the initiative.
3		Add +1 to your total roll for this Move.
4		Count all rough ground as open ground for the rest of this activation.
5		If you retain the initiative after this activation, roll +Mettle against a sudden assassin before resolving your next Move! On a 9 or less, your Leader dies but the base remains in play. If you cede the initiative, the assassin is disposed of in the hubbub.
6		After this Move, your opponent can move the area of terrain closest to this Leader 1 square in any direction.
1	**Uncommanded base**	This base gains a level 0 Leader.
2		This base makes a Glorious Charge Move, using +Pace instead of +Fervour. Roll again to resolve it.
3		This base discards a bloodied marker and gains +1 Fervour.
4		If this base is in rough ground, it can move immediately to any other area of rough ground on the board, facing any direction. If not, your opponent can move it 1 square in any direction (except into impassable terrain or other bases).
5		The closest uncommanded base to this one – friendly or enemy – falls back 2 squares.
6		Your uncommanded base that is the furthest from any friendly Leader flees the field over a misunderstanding.

Frankish Knights charge into the enemy ranks (Michael Perry)

Core Moves

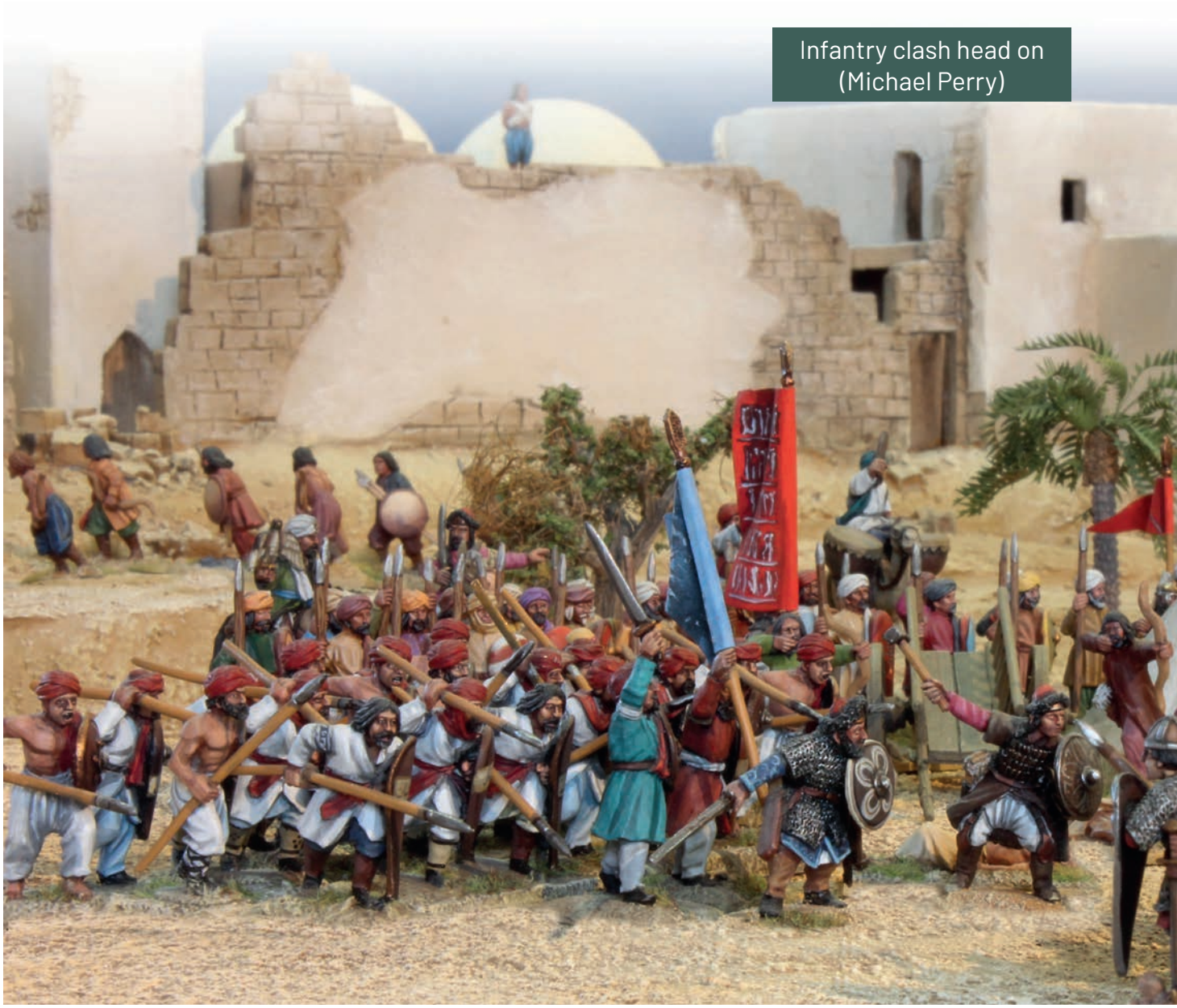
Advance	Type	Movement	Roll	+Fervour [not adjacent to any enemy bases]
15+	**Choose 2.**			
10+	**Choose 1.**			
9 or less	**Your bataille refuses to approach the foe. Gain +1 Faith.**			
Choices	Move the bataille forwards, using its lowest Pace value +1. The bataille cannot enter rough ground or squares controlled by enemy bases. • A forward diagonal costs 2 squares of movement so is not available to batailles with a Pace of 1 unless they select this result twice. • Spend 1 square of Pace to align rear rank(s) 1 square during the move forwards.			
	Leader retains the initiative.			

- If you need to move through rough ground, use Struggle Through the Brush or a Special Move.

Frankish prisoners are brought before their captor (Michael Perry)

Desperate Charge	Type	Movement	Roll	+Fervour. [Cannot be used in contact with the enemy.]
Move up to Pace directly forward across open ground into contact with one or more enemy bases.				
15+	**Choose 2. Enemy bataille loses Fervour.**			
10+	**Choose 2. Both batailles lose Fervour.**			
9 or less	**Choose 1. Your bataille loses Fervour.**			
Choices	Bloody 1 contacted enemy base.			
	Push back 1 enemy base.			
	Enemy bataille loses Fervour.			

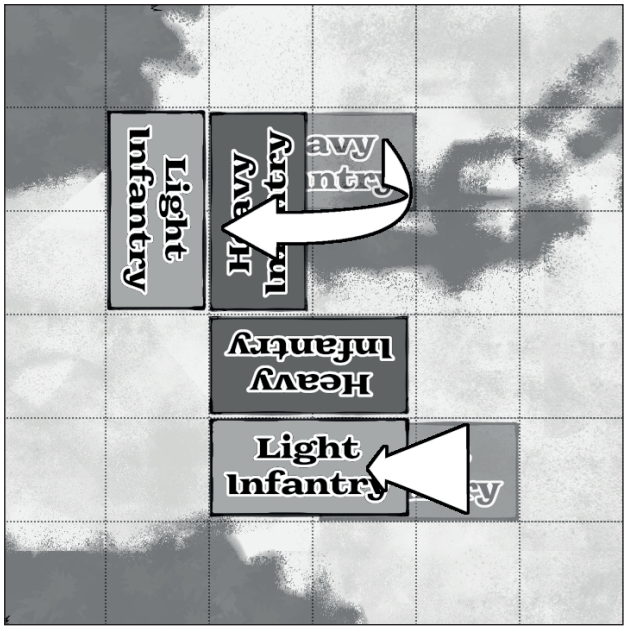
- If you have Fervour 0, you have no Fervour to lose on a roll of 14 or less. Then again, if you are at Fervour 0 then you're probably desperate enough for a charge like this!



Infantry clash head on (Michael Perry)

Hold The Line	**Type**	Melee	**Roll**	+contested Mettle [Must be in contact with an enemy base.]
Bloody 1 enemy base for each roll of 6. Take 1 bloodied marker if you roll 2 or more 6s.				
15+	**Choose 3. Enemy loses Fervour. Fervour loss is doubled if the enemy is contacted in the flank or rear. Remove Skirmisher bases in contact with the enemy.**			
10+	**Choose 2. Enemy loses Fervour. Fervour loss is doubled if the enemy is contacted in the flank or rear. Remove Skirmisher bases in contact with the enemy.**			
9 or less	**Choose 1. Both batailles lose Fervour.**			
Choices	Rally this and any supporting bases. If a Leader's base, rally all bases in this bataille.			
	Push 1 enemy base in contact back 1 square. Base in contact (and supporting bases to the rear) follows up if your Fervour is higher than theirs, otherwise controlling player's choice. Heavy Cavalry must always follow up. Follow up moves cannot exceed Pace.			
	Turn to face a flanking enemy, or move 1 square to align with an enemy before you. ● This cannot be used by bases that are engaged on more than one side. ● Bases may turn in different directions if the bataille as a whole is contacted on different sides.			
	Bloody an additional enemy base.			
	Increase Faith by 1.			
	Leader retains the initiative. Not available when triggered by another Move.			

- There is no roll off, because this is what happens when *this* player's side surges forward; it is their time to shine! Their modifier is already reduced by the enemy Mettle, and the Move can inflict Fervour loss and bloodied markers on the rolling player too if things go awry.
- On a roll of two or more 6s, you can place your bloodied marker anywhere in your bataille.
- Bases with a Pace of 2 or more may follow up diagonally in order to conform with their prey – IF this does not take them through other bases. As ever, a diagonal move is really two orthogonal moves (forward and sideways) and therefore costs 2 Pace.
- When a bataille no longer has a Leader, any base can be bloodied but Fervour loss no longer spreads outside the base's column. This means a commanded bataille has a better chance of maintaining cohesion than one with no Leader.



Here the blue Heavy Infantry (top) turns to face a flanking foe, while the red Light Infantry (bottom) moves to align. Neither would be possible if either were engaged by a second enemy base.

Struggle Through the Brush	Type	Movement	Roll	+Faith [movement would cross through a square of rough ground]
Bataille takes a bloodied marker for each 1 rolled.				
15+	**Choose 2.**			
10+	**Choose 2. 1 base is bloodied.**			
9 or less	**Choose 1. Bataille takes Fervour damage, 1 base is bloodied.**			
Choices	Bataille moves forward through rough ground at normal Pace, even into contact with an enemy base or squares they control. Diagonal advance costs 2 Pace as usual.			
	Cancel 1 bloodied marker from this roll.			

Command Moves

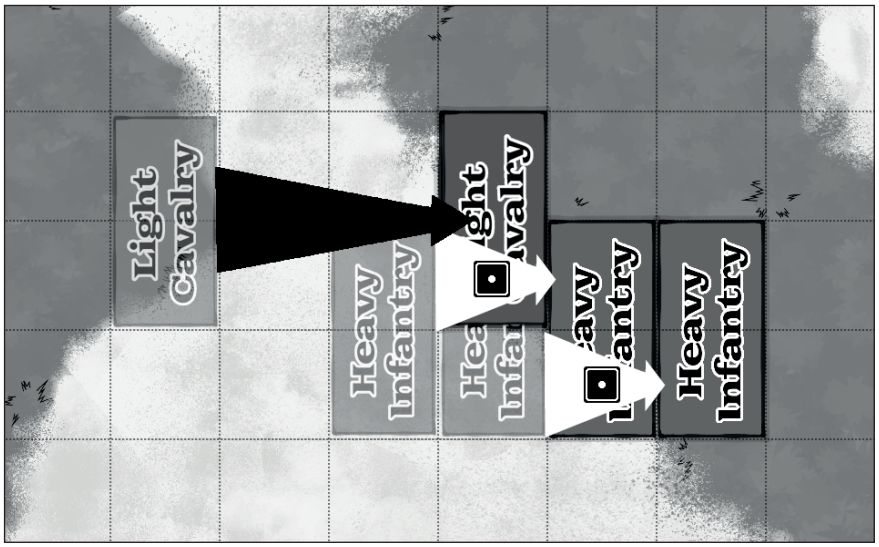
All batailles with a Leader have access to these. Bases not in a Leader's bataille (including in front of the Leader's base) can never join that Leader's Moves.

Darken the Sky	Type	Ranged	Roll	+Fervour
15+	**Choose 2.**			
10+	**Choose 1.**			
9 or less	**Remove Fervour from across the 6 friendly bases closest to the target enemy. Gain +1 Faith.**			
Choices	Remove 1 Fervour from the enemy army for every friendly Archer, Skirmisher, or Light Cavalry base within this Leader's command radius.			
	Leader retains the initiative.			

- The Leader's base need not be an Archer, Skirmisher, or Light Cavalry base for them to issue this order. As you will guess from Volley Fire (the Special Move for Archers), it was common in this period for archers to deploy in front of the army and then move back as the enemy lines approached. This Move uses the Leader's command radius rather than ordinary bataille contact to let Leaders stay in the melee units they are most comfortable in while still commanding the plebes shooting from in front of them.
    - Remember, a Leader's command radius is the same as their command range, but extends in front of their base as well.
- This Move represents arrow storms like those at the Ager Sanguinis, where the dead lay like hedgehogs 'because of the quantity of arrows sticking into them'. Rather than targeting a specific enemy base, it affects the whole enemy army.
- Your bases do not need to be within a specific range of the enemy to use this Move, and as usual the opponent allocates the Fervour loss across whichever bases they want, exceptionally including bases in melee or in contact with your own.

Fall Back	Type	Melee	Roll	+Mettle
15+	Choose 3.			
10+	Choose 2.			
9 or less	Choose 1. Your battle loses [lowest d6] Fervour. Gain +1 Faith.			
Choices	Bataille retires its full Pace distance directly backwards, maintaining its facing. Bataille loses Fervour.			
	Base does not become bloodied. [If you do not select this, 1 base is automatically bloodied.]			
	Bataille does not lose any Fervour.			
	Friendly bases count as open ground when this bataille makes its move.			

- 'Backwards' is determined by the Leader's current facing, not their starting board edge.
- If a base that falls back enters a square containing a friendly base, that base is pushed back ahead of them for the rest of their movement. A base that is pushed back more than one square in this way loses 1 Fervour for each additional square moved. If it is already at Fervour 0, it is bloodied. If it is bloodied and at Fervour 0, it is destroyed.
- You cannot retain initiative because no-one is impressed by a Leader moving backwards! For charge-withdraw-charge tactics, see the Special Moves for Shock and Light Cavalry.



The Light Cavalry fall back 3 squares, pushing the Heavy Infantry back 2. Both infantry bases lose 1 Fervour.

Glorious Charge	**Type**	Movement	**Roll**	+Leader (even if bloodied) [Cannot be used in contact with the enemy.]
Make a straight line move directly forwards into contact with an enemy bases or bases up to your bataille's Pace +1 away. In addition:				
15+	**Choose 3. Do Fervour damage to contacted enemy bataille.**			
10+	**Choose 2.**			
9 or less	**Choose 1.**			
Choices	Enemy Skirmishers in your path are removed, and friendly Skirmishers and Light Cavalry leave the board. [If this option is not chosen, you will stop in contact with the first base in your bataille's path.]			
	Rough ground does not affect this Move. [If this option is not chosen, you cannot move through rough ground].			
	Bloody the enemy base(s) you contact.			
	Immediately resolve a Mortal Combat or Hold The Line (or if Heavy Infantry, a Break The Wave) Move.			
	Leader retains the initiative.			

- You remove all Skirmishers from both sides, but your Skirmishers and Light Cavalry do not count as casualties: they just leave the board.

Heroic Last Stand	**Type**	Melee	**Roll**	+bases in the enemy bataille in contact with you.
15+	**Choose 2.**			
10+	**Choose 1.**			
9 or less	**Choose 1. Your bataille loses Fervour.**			
Choices	Resolve an immediate Mortal Combat Move [only if Leader is adjacent to an enemy Leader's base].			
	Enemy bataille in contact loses Fervour, and loses additional Fervour equal to your current Faith.			
	Remove the Leader's base after this Move is resolved.			

- Remember that the cap of +6 to modifiers still applies, even if there are 12 bases in the enemy bataille.
- This Move can be used whether the enemy is to your front, flanks, or rear, as long as at least one of the two bases (yours, and the adjacent enemy) is contacting the other.

Inspire the Troops	**Type**	Spiritual	**Roll**	+Faith
15+	**Choose 2.**			
10+	**Choose 1.**			
9 or less	**Opponent chooses 1.**			
Choices	Rally each base under the Leader's command.			
	Discard a bloodied marker from one base under the Leader's command.			
	Leader retains the initiative.			

- On a roll of 9 or less, the voice of the crowd is the voice of God!
- Remember that impossible results cannot be picked; unbloodied units cannot discard a bloodied marker, Leaders with no Moves left cannot retain the initiative, et cetera.

Mortal Combat	**Type**	Melee	**Roll**	+contested Mettle. [Must be adjacent to an enemy base with a Leader]
15+	**Choose 3.**			
10+	**Choose 2.**			
9 or less	**Choose 1.**			
Choices	Your Leader survives. [If you do not select this option, your Leader is automatically slain.]			
	Their Leader dies. [If you do not select this option, their Leader lives despite your best efforts.]			
	Your men are inspired: rally all bases in your bataille.			
	Their men are disheartened, and lose Fervour.			

To quote Verbruggen on the topic: 'In many instances we can show that historians, due to a preconceived notion or plain prejudice, have simply not read certain passages in their source carefully. They have kept the name of the prominent nobleman who fought at the head of his unit, but in their account of the engagement they forget the words *cum suis, avec sa gent, cum sua acie,* with the result that the fighting of entire formations is represented as a duel fought out by two champions. Occasionally it happened that a combatant, separated from his unit, was surrounded by an enemy formation. In such a case it is sometimes forgotten that genuine single-combat was involved only on one side'.

Pray	**Type**	Spiritual	**Roll**	+Leader level
15+	**Choose 3.**			
10+	**Choose 2.**			
9 or less	**Choose 1.**			
Choices	Increase your Faith by 1.			
	Rally all bases under the Leader's command.			

Wheel	**Type**	Movement	**Roll**	+Leader level
This Move cannot move bases through, into, or across rough ground.				
15+	**Choose 2.**			
10+	**Choose 1.**			
9 or less	• If the bataille is even partly outside its field of deployment, it moves its full Pace straight forward. • Inside its field of deployment, each base in the bataille loses 1 Fervour. Gain +1 Faith.			
Choices	Turn bataille 90° forwards.			
	Change formation (still in cohesion with leader).			
	Leader retains the initiative.			

- When a Leader orders their bataille to **turn 90° forwards**, their base must still occupy one of the two squares it occupied at the start of the move. That means the Leader's base must be one lynchpin of the wheel; command and control isn't advanced enough for the whole line to pivot forward and back like in the eighteenth century.
- When a Leader orders their bataille to **turn 90° forwards**, no base can exceed their Pace: at least one square it occupies at the end of the Move must be within Pace of their starting position. On a 15+ with two choices, choosing 'Turn 90°' twice essentially lets a base make two of these moves, which are merged into one for the sake of easier play. Bases with higher Pace can of course wheel longer batailles into position, but slower bases will find wheeling even short batailles a vexing proposition.

Crusader Holy Orders on the move (Michael Perry)

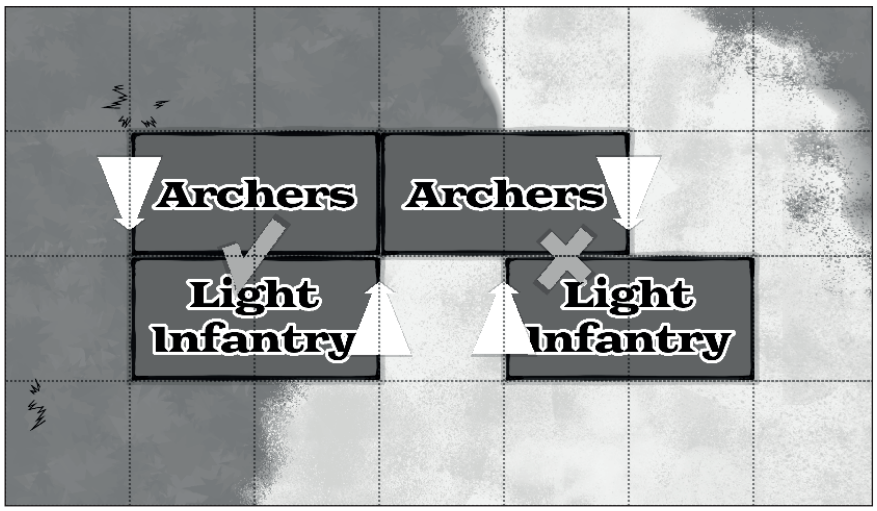
- When a bataille **changes formation**, draw an imaginary box around its current position. When it finishes changing formation, every base must still be at least half in that box, and the Leader's base must be at the new 'front' in position to command as much of the bataille as possible in its new shape. The only exception to this is if the entire bataille lines up in a single column behind their Leader's base (which must remain at least half inside the box).

Special Moves

Archers

Volley Fire	**Type**	Ranged	**Roll**	+Archers in bataille [enemy directly ahead, max 6 away]
Fire with all Archer bases in the bataille at an enemy bataille directly ahead and a maximum of 6 away, measuring range from the closest base in the bataille (even if it does not have any ranged weapons). All bases involved count as activated.				
15+	**Choose 2.**			
10+	**Choose 1.**			
9 or less	**No effect. Gain +1 Faith.**			
Choices	Do Fervour damage equal to the lowest die to the enemy bataille, and an additional +1 for each additional Archer base after the first.			
	Push 1 enemy base back 2 squares.			
	Leader retains the initiative.			
	Each Archer base involved in this Move can swap places with one friendly infantry base up to 2 squares behind them and facing the same way.			

- Ranged Moves cannot be used while contacted by the enemy, but Volley Fire can be used at full effect as long as at least one Archer base in the bataille is not contacted by an enemy base. Whichever base the range is measured from also cannot be in contact with the enemy.
- When Archer bases make this Move on their own initiative, treat bases in contact as an uncommanded bataille as normal. Remember that a bataille might be larger than a Leader can personally command, and can extend into the command range of multiple Leaders or have elements that are uncommanded.
- Bases with other troop types cannot join in with this Move, or make it; it is specifically for Archers. However, they are still used to determine who is in the bataille, whether commanded or uncommanded.



Archers can only use this move to swap places with units *directly* behind them: the bases on the right have to stay in place.

Cavalry, Light

Stampede of Dust and Iron	**Type**	Ranged	**Roll**	+Leader (default +0)
15+	**Choose 3. Closest enemy bataille within line of sight loses 1 Fervour for each Light Cavalry base in this bataille.**			
10+	**Choose 2. Closest enemy bataille within line of sight loses 1 Fervour for each Light Cavalry base in this bataille.**			
9 or less	**Choose 1.**			
Choices	Change the facing of all bases in the bataille as desired.			
	Closest enemy base within 6 squares and line of sight takes a bloodied marker.			
	Fall back 1 square.			
	Move up to Pace directly forward through open ground, do not contact any enemy bases.			
	Leader retains the initiative.			

- Remember Ranged Moves cannot affect bases adjacent to the enemy, but they *can* affect supporting bases.
- When a bataille changes formation, draw an imaginary box around its current position. When it finishes changing formation, every base must still be at least half in that box, and the Leader's base must be at the new 'front' in position to command as much of the bataille as possible in its new shape. This result cannot be chosen unless the entire bataille is made up of Light Cavalry.
- Because when Wild Charge is triggered by other bases it takes place after the end of the whole triggering Move, you can use this Move to trick the enemy into charging by entering squares controlled by their Heavy Cavalry and then falling back so that they can't make contact.
- Successful evasion by Light Cavalry is covered by judicious player use of this Move's fall back result, and the Fall Back Move.

Cavalry, Heavy

Wild Charge	**Type**	Movement	**Roll**	+Fervour [Cannot be used in contact with the enemy.]
Move up to Pace+1 directly forwards across open ground, towards an enemy bataille. *Any Move that brings an enemy base into a square of open ground controlled by a Heavy Cavalry base also triggers this Move. You do not need to have the initiative to roll it, and it occurs after the triggering Move and before the next, from either side. If several Heavy Cavalry bases are triggered by the same Move, they can roll and move together as a joint bataille.*				
15+	**Choose 2. Contacted enemy loses Fervour. Bloody 1 contacted enemy base for each 6 rolled, and one friendly base if 2 or more 6s are rolled.**			
10+	**Choose 1. Bloody 1 contacted enemy base if any 6s rolled, and one friendly base if 2 or more 6s are rolled.**			
9 or less	**Move half Pace, stop at least 1 away from all enemies.**			
Choices	Contacted enemy loses 1 Fervour for each Heavy Cavalry base in this bataille.			
	Cancel a bloodied result from this roll.			
	Bloody 1 additional enemy base.			
	Push back all contacted enemy bases that are bloodied.			

- Because the choice says you can 'bloody one *additional* enemy base', you have to have rolled at least one 6 to choose this result.
- If Wild Charge is triggered by the first result of several from a single Move, it still takes place after the whole Move is finished – unless, of course, the enemy is in contact by then, since it cannot be used in contact.
- If several enemy bases are contacted, you choose which one is the target base from which Fervour loss spreads. This represents the commanders of your conrois choosing the eftest place for the head of the spear to land.

Frankish Crusading Knights and Tukopoles in 15mm. Miniatures by Legio Heroica. (Simon Clarke)

Cavalry, Shock

Thunderous Charge	Type	Movement	Roll	+Fervour [Must be facing an enemy]
Move the bataille up to Pace +1 straight forward across open ground				
15+	**Choose 3.**			
10+	**Choose 2.**			
9 or less	**Choose 1. Each base in your bataille loses 1 Fervour. Enemy bases within 2 squares lose equal Fervour.**			
Choices	Enemy Skirmishers in your path are removed, and friendly Skirmishers and Light Cavalry leave the board. [If this option isn't chosen, you stop in contact with the first base in your bataille's path.]			
	Bloody the enemy base(s) you contact.			
	Enemy bataille loses Fervour.			
	Push back 1 bloodied enemy base 1 square			
	Your bataille falls back 1 square.			
	Leader retains the initiative.			

- If every single enemy base your bataille contacts was bloodied before this Move was declared, you can bloody the base(s) directly behind them instead.
- Remember that **Flower of Chivalry** means that you use the highest die to determine Fervour loss caused by Shock Cavalry.

Infantry, Elite

Disciplined Advance	Type	Movement	Roll	+Mettle
15+	**Choose 2.**			
10+	**Choose 1.**			
9 or less	**Contacted enemy bataille loses Fervour equal to the lowest die.**			
Choices	Follow up 1 square straight forward. Skirmishers in that square are removed.			
	Push back 1 enemy base within 2 squares.			
	Leader retains the initiative.			
	Bloody 1 enemy base in contact.			

- The follow up result doesn't require an enemy in contact to retreat, but does allow supporting bases of other types to follow the Elite Infantry forward in the usual way. Remember that mixed batailles cannot use each other's special

rules, so an Elite Infantry base that moves forward does so without its lighter-armoured allies to its flanks.

- Similarly, the enemy base pushed back does not need to be contacted by either Elite Infantry or their bataille.

Infantry, Heavy

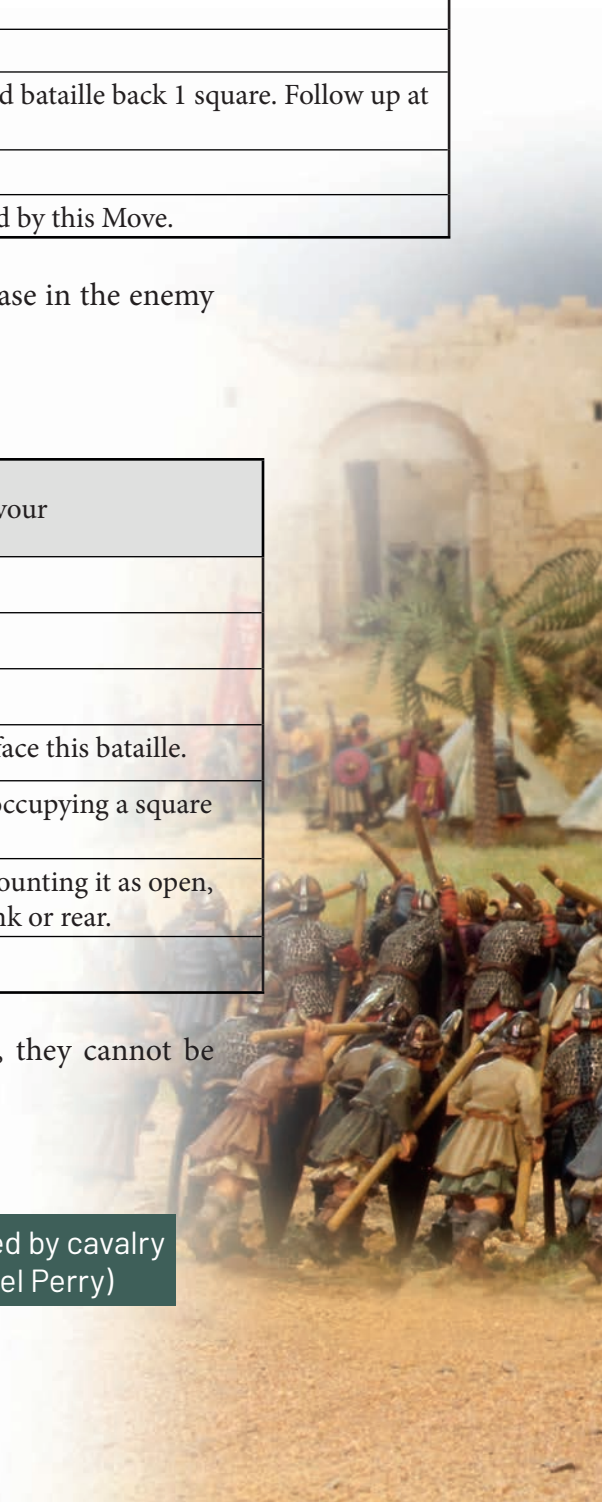
Break The Wave	**Type**	Melee	**Roll**	+contested Mettle [Must be in contact with an enemy bataille.]
Bloody 1 enemy base for each roll of 6. Take 1 bloodied marker if you roll 2 or more 6s				
15+	**Choose 3. Enemy loses Fervour.**			
10+	**Choose 2. Enemy loses Fervour.**			
9 or less	**Choose 1. Enemy loses Fervour.**			
Choices	Rally all bases in your bataille.			
	Push 1 enemy base in a contacted bataille back 1 square. Follow up at will.			
	Increase Faith by 1.			
	Cancel a bloodied marker caused by this Move.			

- Unlike Hold The Line, this Move lets you push back any 1 base in the enemy bataille.

Infantry, Light

Wolves In The Stall	**Type**	Movement	**Roll**	+Fervour
15+	**Choose 2.**			
10+	**Choose 1.**			
9 or less	**Gain +1 Faith.**			
Choices	Turn an enemy base within 3 up to 90° to face this bataille.			
	Do Fervour damage to an enemy bataille occupying a square this bataille controls.			
	Move up to Pace through rough ground, counting it as open, even into contact with an enemy base's flank or rear.			
	Leader retains the initiative.			

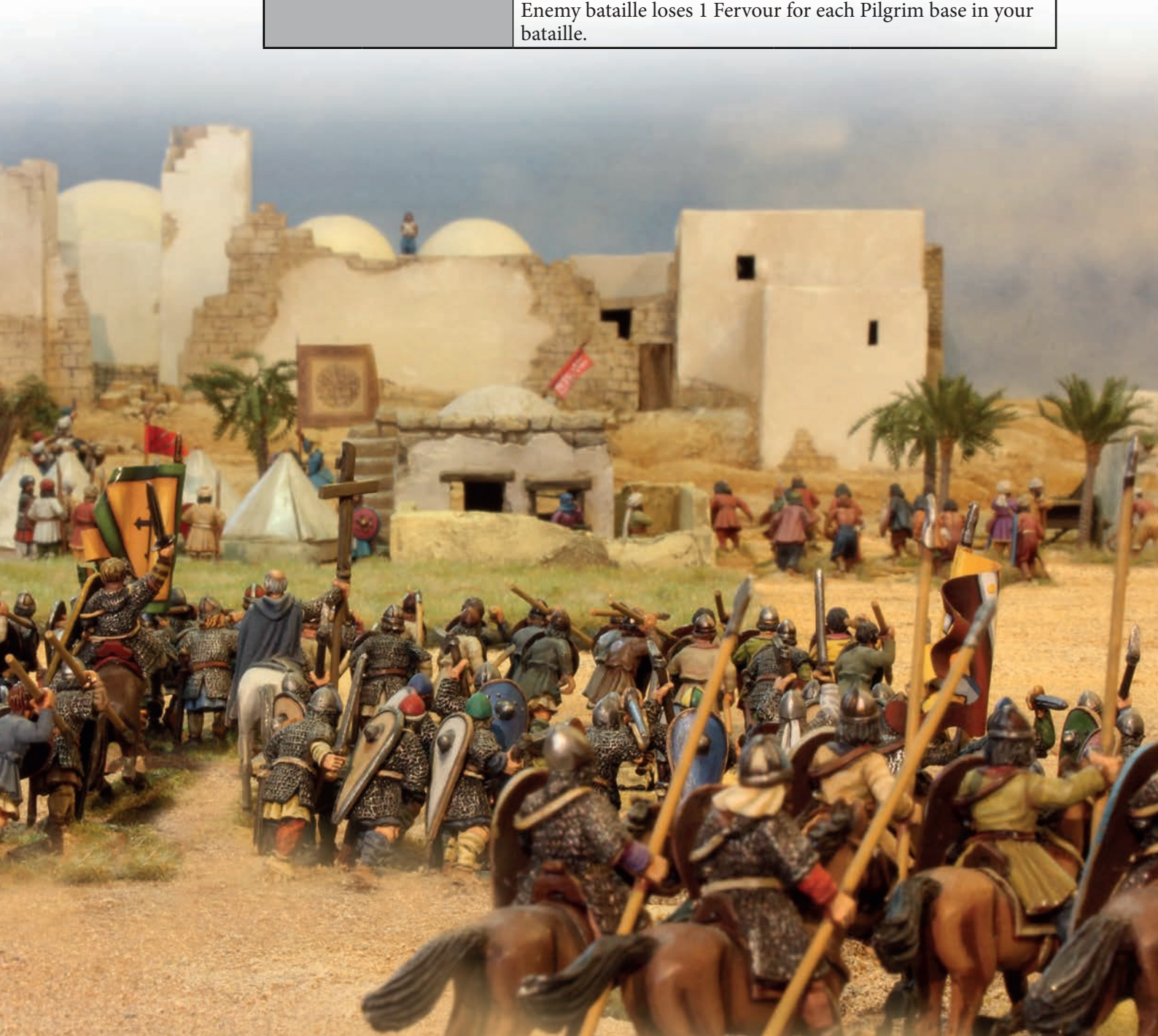
- If all enemy bases within 3 are already facing this bataille, they cannot be turned 90° to *not* face them!



Heavily armed Crusaders, supported by cavalry rush towards the enemy (Michael Perry)

Pilgrims/Mobs

Rush of Believers	Type	Spiritual	Roll	+Fervour
Before rolling for this Move, you can reduce your bataille's Fervour by any number to strip that many Fervour points from an enemy bataille in contact or whom you contact, regardless of the roll's outcome.				
15+	**Choose 2. Enemy loses Fervour.**			
10+	**Choose 1.**			
9 or less	**Increase Faith by 1.**			
Choices		Move directly forward into contact with an enemy bataille up to Pace away, and immediately resolve a Hold The Line action using +Fervour instead of +Mettle. This option cannot be used if already in contact with the enemy.		
		Enemy bataille loses 1 Fervour for each Pilgrim base in your bataille.		

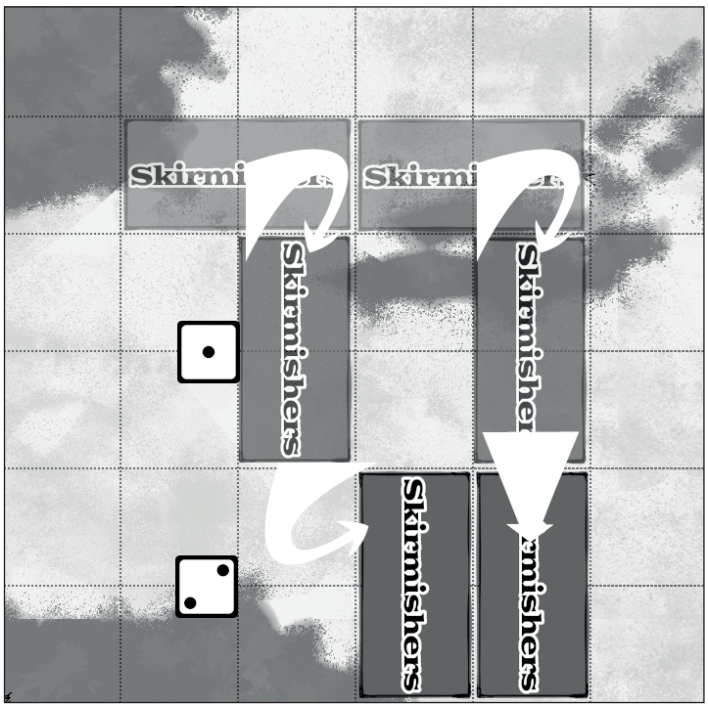


Skirmishers

Chaff Before The Scythe: When an enemy base makes a Hold the Line Move against Skirmishers, the Skirmishers in contact with that enemy base are automatically removed from the table.

Foxes in the Vineyard	**Type**	Movement	**Roll**	+Fervour
15+	**Choose 3.**			
10+	**Choose 2.**			
9 or less	**Choose 1.**			
Choices		Pull 1 enemy base up to 4 squares away (in any direction) 1 square towards this bataille. If its Fervour is higher than that of this bataille's closest base, it moves 2 squares – even into contact.		
		Closest enemy bataille loses Fervour equal to the lowest die.		
		Move up to Pace in any direction, maintaining facing.		
		Turn to face any direction.		

- Yes, pulling enemy bases can result in contact without the benefit of charging! It can also trigger the Wild Charge Move from Heavy Cavalry, so watch out.
- Turning happens by bases; to turn the entire bataille in formation requires the Wheel Move. Bases that turn left or right move the minimum to stay in contact with the bases they were contacting before the turn.



As you can see, once these Skirmisher bases have turned, they move the minimum necessary to regain contact with their fellows. Batailles of more than two Skirmisher bases can find it hard for their Leaders to maintain control once they start turning to and fro!

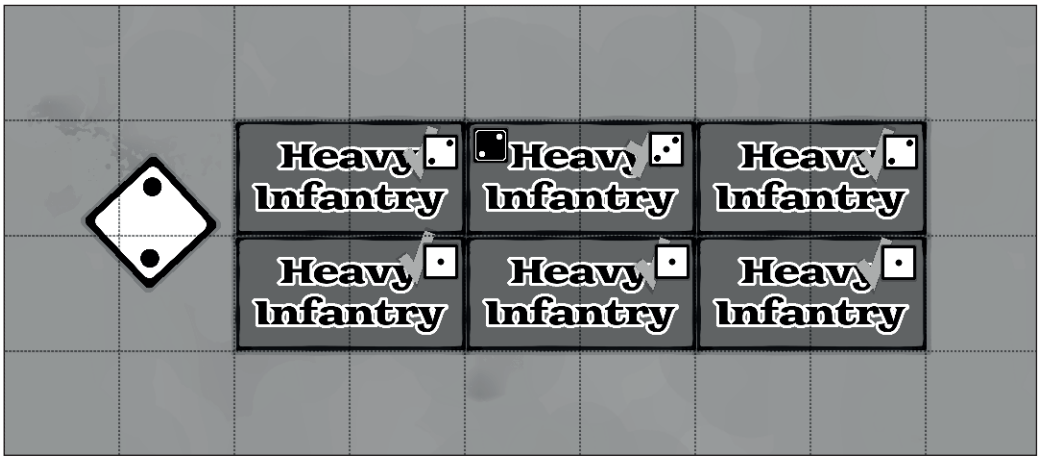
4

Casualties and Morale

Rally

Rallying is not a Move, rather an action that results from a Move. It does not just represent reviving flagging spirits, but also resupplying the troops, redressing the lines, and even handing off prisoners to let fighters return to the fray.

To rally, roll a d6; increase the base's Fervour by 1 (to a maximum of 5) if you roll equal to or over its current Fervour. If rolling for a bataille, roll once and compare it to the Fervour of all the bases in the bataille.



A roll of 2 allows all but one of these bases to increase their Fervour – it isn't equal to or higher than the Fervour 3 their Leader currently has.

Bloodied

Bases that take significant casualties are called 'bloodied'. Bases are either bloodied or unbloodied – it is a binary state. While faith and Fervour can move mountains, sometimes severe losses just cannot be compensated for. Separately to the rules for Fervour, bloodied bases also:

- Cannot use charge Moves, except through Faith abilities.
- Cannot support in combat.
- Cannot make Moves on initiative; they can only act under the direct orders of a Leader.
- Must give way if friends are pushed back into them.
- Suffer +curses to various types of Move.

A bloodied base at Fervour 0 is removed if pushed back, regardless of whether the enemy follows up; they rout from the field after their displacement. A Leader in the base is removed with them.

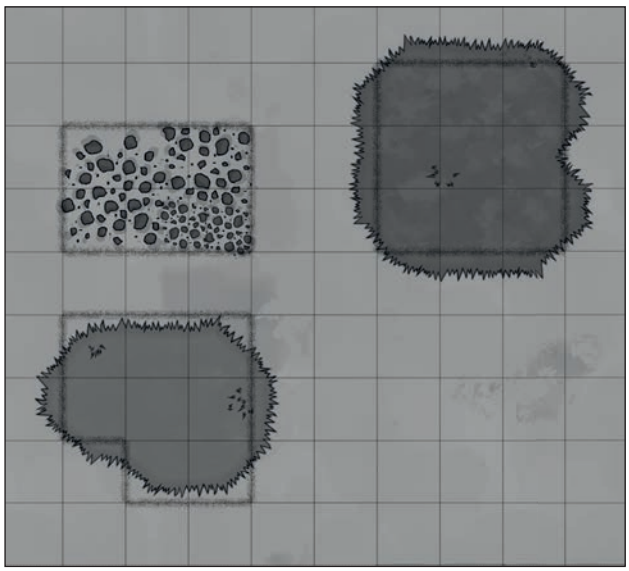
5

Terrain

Since the table is divided into squares, each square naturally counts as having a single terrain type, even if that terrain does not cover the whole square. A handful of trees might represent woods, or a marsh's irregular outlines might not reach every side of the square. Yet the treeless woods and the shrunken marsh both dominate their square. Obviously perfectly square terrain looks rather unnatural; it's totally fine for terrain to overlap the edges of its squares as long as both players know what every square's terrain type is.

As standard, the table is assumed to be **open ground**: firm enough for thousands of marching feet, not so wracked by loose sand or tall weeds that it impedes the advance. There are no special rules for open ground.

All marked terrain is **rough ground** to at least one troop type – see the rough ground table below for details. The only Move that can move most troops through rough ground is Struggle Through the Brush. Other Movement Moves, like Advance, Wheel, or charges, must take place entirely across open ground. Bases moving with any other Move must stop at the edge of rough ground. Light Infantry and Skirmishers may stop on the inside or outside edge, while all other bases must stop outside. Batailles whose wings 'clip' rough ground can leave that column behind to finish the rest of their move.



Here we can easily see which squares count as rocky ground, fields, or woods even though they do not quite fit the exact sides of the squares.

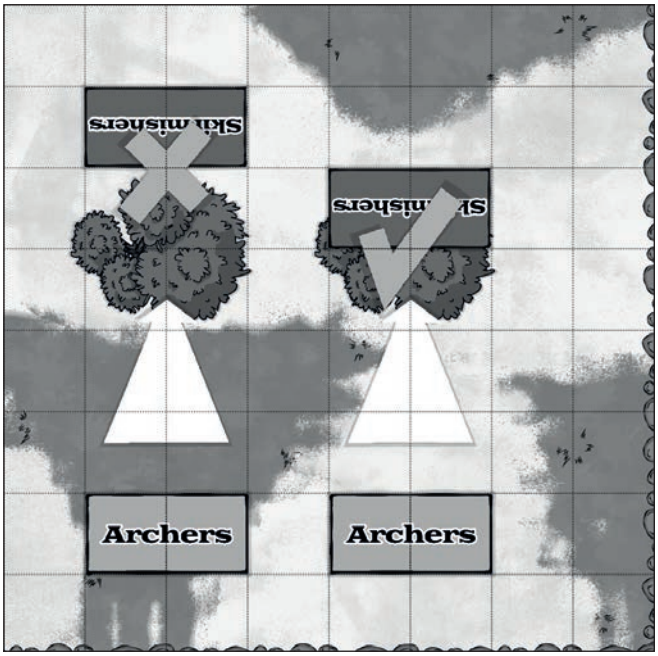
Bases pushed back into (<u>not</u> through) rough ground are automatically bloodied at the end of the Move in question. Being pushed through or out of rough ground imposes no penalty; it is assumed that troops who stopped there were prepared to fight in loose order.

Remember that since different troop types register different terrain as 'rough ground', the same area of terrain will effect different units differently. In particular, Light Infantry and Skirmishers treat almost all terrain types as open ground.

Terrain is divided into a few slightly abstract categories, based on their effect. The tags that affect terrain types are:

- **Defended:** Troops in defended cover lose Fervour from the lowest die rather than any other.

- **Obscuring:** When between the active base and its target, this terrain blocks Ranged attacks (Ranged Moves inflicting the bloodied condition or Fervour loss). Bases in this terrain can still be targeted. All unit bases from both sides are considered *Obscuring* for the purposes of Ranged attacks.



This wood obscures the Skirmishers hiding behind it, but if they move into the woods then they become fair game.

BUA: Built-up areas full of solid stone, brick, and adobe buildings. They may even have weak walls of their own.

Defended, Obscuring

Fields: Unharvested croplands, seas of wild grass, sometimes even stationary herds of intransigent livestock.

Hills: High ground, mountainsides, sometimes even easily-scalable walls.

Obscuring

Impassable Ground: As long as both players agree at the start of the game, this can be anything you please: lakes, cliffs, ravines… Impassable ground is only allowed within 2 squares of a table edge. Units pushed back into impassable ground are immediately removed.

Linear Obstacles: Stakes, walls, and other linear obstacles are considered to exist only on the dividing line between squares. Units who start an activation in contact with a linear obstacle are considered *Defended* from any attacks across that face. Linear obstacles count as rough ground to all except Skirmishers. Players may decide that a given obstacle is significant enough to be *Obscuring*.

Defended, Obscuring**

Marsh: At Dorylaeum the Frankish knights were saved by the marsh; marshes, swamps, and wetlands dot the Mediterranean, especially in coastal areas and river deltas.

Roads and Bridges: Squares with roads and/or bridges count as open ground for the purposes of the Advance and Fall Back Moves. They still count as their main terrain type for all other purposes. Since bases take up two squares, the rule for roads and bridges is as follows: if the other wing of the base is in the *same* terrain that the road or bridge cuts through, it moves as though in open ground and ignores the other square of terrain too. If the other wing is in *different* terrain (for example fields and not woods), then it is still affected by the other terrain, but not the terrain the road or bridge cuts through. Heavy Cavalry and Shock Cavalry count their Pace as 1 when crossing a bridge.

Rocks: Not just scree and boulders, but also ruins and wadis. Close formations are tricky here, but the ground itself is solid.

Water: Lakes, streams, and rivers. Streams run between squares, on the hypothetical dividing line. They can trail off within the board. Rivers take up full squares by themselves and must run from one board edge to another. Rivers are a minimum of six contiguous squares, and are usually one or two squares wide. Any river more than eight squares long must have at least one bridge. Lakes are essentially boxier rivers, usually tucked up against one board edge. Lakes are a minimum of four contiguous squares.

Woods: Woodland, orchard, forest – and minor settlements made primarily of wattle, straw, and wood.

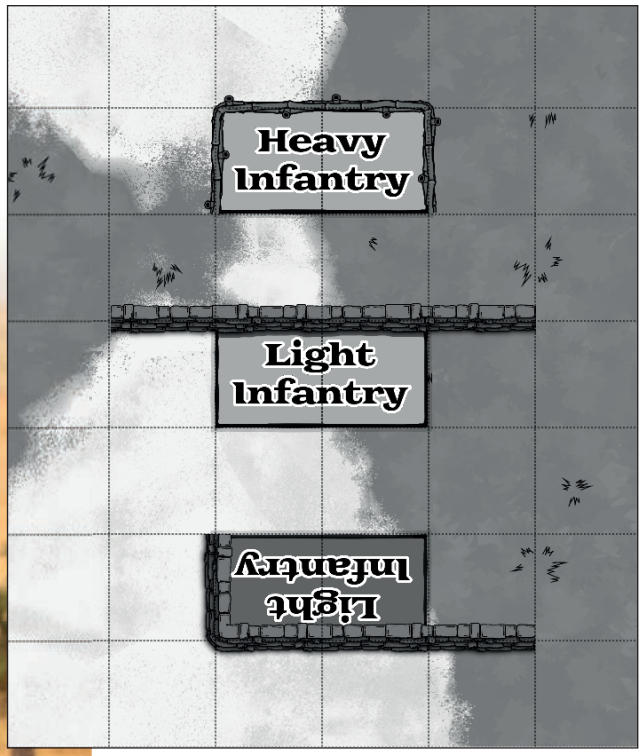
Obscuring

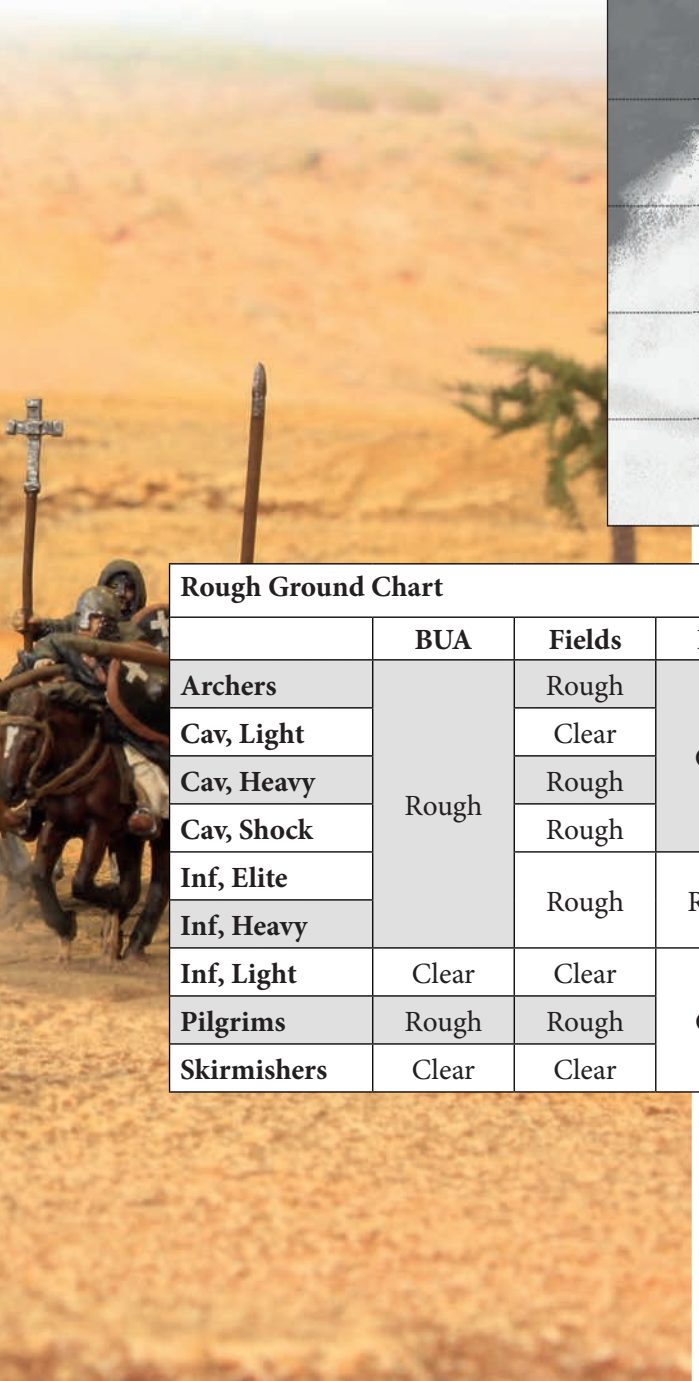
The Knights Hospitaller charge (Michael Perry)

Defences: Lone towers, trenches, sangars, and city walls are all bought as immobile bases with integral 'garrison' troops (Immobile, Fervour 1, Mettle 2). You cannot have more than one per 8x8 section of the board, though they can all be placed together should you wish to represent a single larger fortification. Each section of defences covers four grid faces. Regular unit bases can be deployed or moved into defences; in this case the integral garrison is considered destroyed.

Defended, Obscuring

- Units in defences cannot be charged; the enemy must Advance to an adjacent square and then make a Melee Move in contact (see the list at the start of Chapter Two on page 20).





Rough Ground Chart							
	BUA	**Fields**	**Hills**	**Marshes**	**Rocks**	**Water**	**Woods**
Archers	Rough	Rough	Clear	Rough	Rough	Rough	Rough
Cav, Light		Clear		Rough			
Cav, Heavy		Rough		Impassable			
Cav, Shock		Rough		Impassable			
Inf, Elite		Rough	Rough	Rough	Rough		
Inf, Heavy							
Inf, Light	Clear	Clear	Clear		Clear		
Pilgrims	Rough	Rough			Rough		
Skirmishers	Clear	Clear			Clear		Clear

6

Setting Up the Game

Summary

Before setting up the game, make sure you agree with your opponent how many points to spend on your armies, and choose how to spend them (see Army Lists, page 72). It is worth thinking about how you are going to assign your Fervour among your units before the game starts, because it gives you an idea of the sort of army you are leading. Army lists give suggestions of which bases should have the highest Fervour.

1. **Set out the table.** A 100pt game uses a table that is 24 squares wide and 16 squares deep. Larger or smaller games use this same ratio of 25pts to 6 squares wide. For convenience, some of the most common are:

    - 50pts: 12 by 12
    - 75pts: 18 by 12
    - 150pts: 36 by 24
    - 200pts: 48 by 24

    - Without infinite gaming space, you will see that smaller boxes (and thus smaller bases, and probably miniatures) are key to producing megalomaniacally large battles within a normal-sized gaming space. You will need depth to deploy your armies, so do not try and cram a bigger game onto too small a table!

    - **Terrain** is either selected or rolled for (see p.51) – one piece for every 8x8 box of squares on the table. Players alternate placing terrain before knowing what mission they will be playing or from which table edge they are starting.

2. The battlefield's **Landmark** is chosen rolled for. Combined with the Archetypes of the opposing generals, this also generates the mission you are going to play.

3. Players roll off to see who deploys first, using 3d6 + [the sum of their Light Cavalry and Skirmisher bases]. The in-battle bonus limit of +6 does not apply here. The winner chooses which side of the table to deploy on.

    a. Place the Landmark, and alternate deploying both armies. Make it clear to your opponent where your Leaders are, and which one is your general. This does not need to be the highest-ranked Leader in the army. Briefly summarise what troop types your bases have, and any Strategies you have bought for them.

4. To represent pre-battle skirmishing, and raids on supply lines and camps, roll for **Harry the Lines** if you have Skirmishers. The in-battle bonus limit of +6 applies to this roll, but not to the Move's results.

Harry The Lines	Type	Movement	Roll	+Skirmisher bases.
15+	**Choose 2.**			
10+	**Choose 1.**			
9 or less	**Lose 1 Skirmisher base. Gain +1 Faith.**			
Choices		Your opponent removes 1 Fervour from their army for each of your Skirmisher bases.		
		Move all your Skirmisher bases up to Pace.		
		Bloody the enemy base without a Leader closest to a board edge.		

Table Set-Up

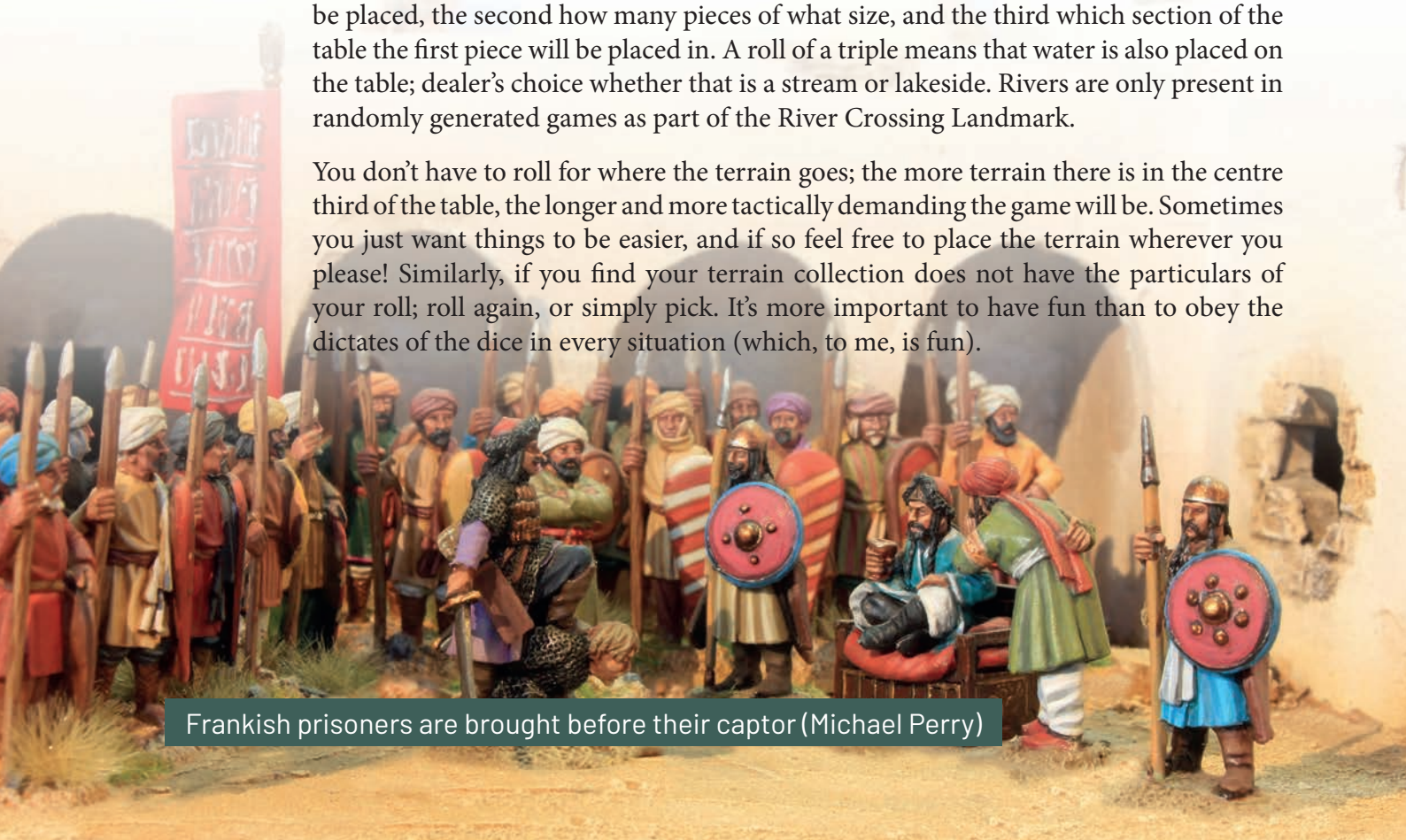
Terrain Generation

A game of *Swords of God* assumes one roll for terrain for every 8x8 box of squares, and one Landmark, rolled for separately. A normal 100 point game is 24x16 squares, so it would have six rolls for area terrain and one Landmark. Other terrain would always be present, but does not need to be represented; it is assumed to have no tactical bearing on the situation. Each player gets to make half of these rolls.

Each roll for terrain produces either one large or d3 (one die, halved rounding up) small pieces. A large piece of terrain is 9–12 contiguous squares, while a small piece of terrain is 4–6 contiguous squares. Depending on your terrain collection, you may prefer to simply choose the terrain on your table, but if you want to roll then this is how to do it!

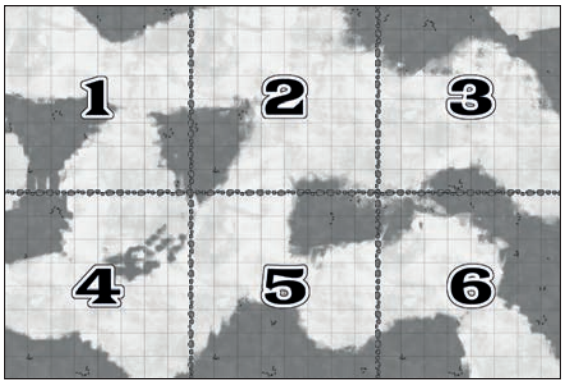
A roll of three dice is sufficiently oracular: the first one tells us what kind of terrain is to be placed, the second how many pieces of what size, and the third which section of the table the first piece will be placed in. A roll of a triple means that water is also placed on the table; dealer's choice whether that is a stream or lakeside. Rivers are only present in randomly generated games as part of the River Crossing Landmark.

You don't have to roll for where the terrain goes; the more terrain there is in the centre third of the table, the longer and more tactically demanding the game will be. Sometimes you just want things to be easier, and if so feel free to place the terrain wherever you please! Similarly, if you find your terrain collection does not have the particulars of your roll; roll again, or simply pick. It's more important to have fun than to obey the dictates of the dice in every situation (which, to me, is fun).



Frankish prisoners are brought before their captor (Michael Perry)

	Terrain	Pieces
1	BUA	1 small
2	Fields	2 small
3	Marshes	3 small
4	Rocks	1 large
5	Hills	
6	Woods	



Only built-up areas, hills, and rivers can be placed touching any other terrain; all other terrain must be at least 2 squares away from every other piece of terrain. Hills can be placed under BUA, Fields, Rocks, and Woods: these coterminous squares have all the effects of both terrain types. If you cannot fit a piece of terrain in the square you rolled, just place it as close to entirely in the square as possible.

Landmark & Scenario

Roll	Landmark	Special Rules
1	Old Roman Road	Stretches from one player's table edge to the other. Acts as a road. First bataille to deploy can deploy +2 squares further forward than normal.
2	City Limits	6–9 contiguous squares adjacent to a table edge. *Defended*, *Obscuring*. Garrisoned (see p.49) against all Moves, even after being defeated – the locals have opinions!
3	Holy Ground	2x2 or 2x3 area, treated as either BUA or Woodland. +blessing to Spiritual and Melee Moves for bases partly within its limits.
4	Bluffs	8 contiguous squares adjacent to a table edge. Impassable except for 2 faces, either together or separate. Units on the bluff ignore *Obscuring* terrain elsewhere on the table. Ranged Moves from atop the bluff count everything as 2 squares closer.
5	Seashore	8 or more squares adjacent to a table edge. Impassable to all except Skirmishers and Light Cavalry, the latter of whom treat it as rough ground. +curse to all Melee and Movement Moves that begin even partly in the water.
6	River Crossing	A river at least 8 squares long. On a table up to 18 squares wide it is 1 square wide, or 2 squares if the table is wider than that. The river has a ford that is 1 square wide for every full 6 squares of the river's length. This ford is considered open ground.

Scenario Generator

Swords of God tells a story, so to quote David Mamet each scenario needs to show us 'who wants what; what happens if they get it; why is it happening now/here'.

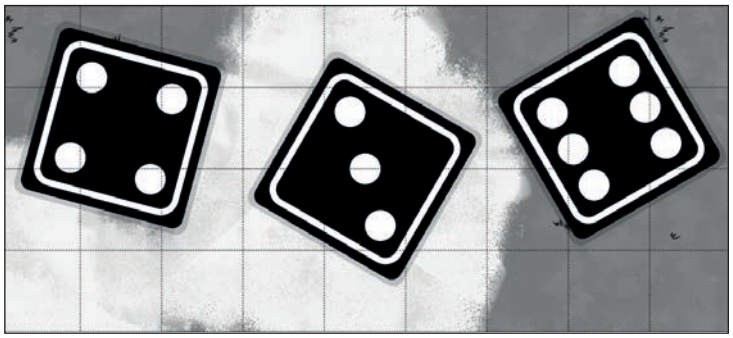
The answer to 'why here' is generally the Landmark. In an era before accurate or systematic mapping, the only navigation was by landmarks or following the water. Whether the Landmark is either army's true goal or not, its presence has drawn both parties here through the irresistible magnetism of notoriety. Each scenario also has an **orientation** that defines where on the board each army deploys. There are three Orientations, which all come with their own benefits and drawbacks.

As mentioned briefly in the army lists section, the reason that battle is being joined now is that *it must be*. Mediaeval commanders were as conscious of casualties and the coordination of supply as any modern general, and generally preferred to wage war through sieges and chevauchées rather than risking it all in the open field. Pitched battles occurred when one side could no longer dance beyond the other's reach – sometimes because of geography, but more usually because supplies were too low. Why not roll the dice with the lives of your whole army when certain death otherwise awaits? Having to carry their own water *triples* the weight of supplies each soldier in a column needs and quickly becomes unsustainable. It reduces operational range to nearly zero, and even foraging supplies quickly becomes a losing game. As the history notes, at Hattin 'lack of water produced lack of courage and of the will to resist'. Guy's infantry twice refused his orders to charge, and the army was eventually routed – charitably, we assume our players are better commanders than self-satisfied de Lusignan!

Mediaeval warfare rarely saw the sort of multi-day battles that grew ever more frequent in the nineteenth century. Instead, the fall of darkness gave the losing side a chance to save their skins rather than die in the rout where the majority of battle casualties occurred. Men who fought like cornered rats by day would slink away like jilted cats in the moonlight. This is reflected in the **Game Length**, which imposes a maximum number of turns on each scenario. If neither army has fled by then, the game ends regardless. Some scenarios are marked as *n**, meaning that you play an additional turn for every 25pts over 100pts used to recruit your armies. This gives truly monstrous hordes the time they need to a truly titanic clash.

Who wants what is reflected by the roles of **attacker** and **defender**. These skate over the strategic stakes to focus on the tactical situation. Generally, the defender is happy with the status quo, while the attacker seeks to overturn it. Sometimes the defender is protecting their line of march like Richard at Arsuf; sometimes the attacker is sallying out from a doomed position like the Crusaders at Damietta. Each scenario tells you what each general hopes to achieve on the battlefield, and how to score their success (or failure).

For extra context, you can roll against the Oracles & Omens table below. It draws from history to offer causes (for the attacker to trigger this battle), consequences (if they do not win and thus continue in their straitened circumstances), and conditions to make the battlefield a little different from the norm. You can either roll 3d6 and apply the results from lowest to highest against the table's columns from left to right – the entries are weighted with this in mind – or by simply reading the fall of the dice from left to right.



These dice could be read as 3–4–6 or 4–3–6.

Oracles & Omens			
Roll	**Cause**	**Consequence**	**Conditions**
1	Thirst	Starvation	**Uncountable Multitudes:** All bases removed in the Prayer Phase are redeployed touching their player's long board edge with Fervour 1.
2	Hunger	Plague	**Be Not Dismayed:** Rolls to remove bases in the Prayer Phase are made with the lower of 2d6.
3	Relieving siege	Abandoned by followers	**Iron Leadership:** +blessing to all Spiritual Moves by Leaders.
4	Break enemy general	Surroundings will be raided and razed	**Under Cover of Dust:** After deploying, each player can swap the positions of 2 of their batailles.
5	Seize commanding ground	Town will be slaughtered, its towers and walls torn down	**Scrub Fires:** +curse to any Ranged Move made within 2 squares of any area terrain.
6	Simple slaughter	Enemy position becomes impregnable	**Troubling Times:** +curse to all Spiritual Moves from Turn 3 onwards.

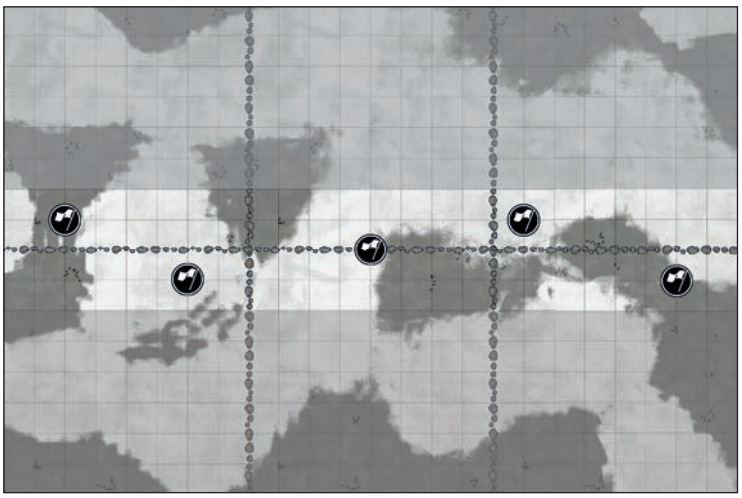
Finally, some scenarios have **special rules**. These combine with the conditions on the table above (and the terrain on the table itself) to make each engagement a truly unique test of generalship. Most special rules are described within the scenario they effect, but there is one major one: objective markers.

Objective Markers

Some scenarios include objective markers. Objective markers can take any form you like, but generally a small base with a flag or shield on it is best. Objective markers are placed on the vertex between four squares, and do not 'take up' any space on the battlefield. They can be moved through and over as if they were not there; their existence is purely notional.

Scenarios always use the same number of objective markers: one for the centre of the table, and one additional for each 6 squares (rounding to the nearest 6) drawn lengthwise through the neutral ground between fields of deployment. Standard 100pt games use five markers for long and hook deployment, and four for short. Smaller games than normal will use fewer markers, and larger ones will use more.

One objective marker is always placed in the centre of the table, and the players alternate placing the others according to the scenario's special rules.



A board 24 squares wide has 5 objective markers. 18 wide would have 4 markers, and 13 wide would have 3 (because you round to 12).

An objective marker is controlled by the player who controls the majority of the four squares around it. If both players control the same number of squares, the player with the highest Faith total controls the objective marker. If players are tied on Faith, then the marker is uncontrolled.

Objective markers grant victory points by marker and by quarters. Control by marker means you must check control as above. Control by quarters means that 1pt is scored for each adjacent square. It is important to check which applies in your scenario because the difference can be substantial!

Scenario Grid

The Scenario Grid tells you two things: which general is attacking or defending, and which scenario you will be playing. The player with the higher number is the defender, and the lower number designates the attacker. The total of both numbers determines the scenario in which the armies clash. Their descriptions start on page 56, and they are listed in alphabetical order for ease of reference during play.

3–4: Hatred and Scorn

5–6: Path of Blood and Tears

7–8: Whether Many or Few

9–10: To Arms and Follow Me!

11–13: Justice Alone Condemns

	Avenger	Defender	Glory-Hound	Martyr	Plunderer	Professional	True Believer
Bluffs	5	6	4	2	1	7	3
City Limits	3	6	2	4	7	5	1
Holy Ground	4	5	1	6	3	2	7
Roman Road	4	3	7	2	5	6	1
Shoreline	2	6	3	7	4	5	1
Crossing Point	4	7	5	3	1	6	2

Hatred and Scorn	3–4	**Orientation**	Long	**Game Length**	5* turns
Men-of-war are weaned on the campaigns of Hannibal, Alexander, and Khalid ibn al-Walid. But grand manoeuvres sometimes crash into harsh realities – like how close the enemy already is!					
Landmark's Position (defender placement)	**City Limits, Bluffs, Seashore**: Short board edge, centred in neutral strip. **Holy Ground**: Neutral strip, at least 4 squares away from any board edge. **River Crossing**: Neutral strip, short board edge to short board edge. **Old Roman Road**: Anywhere in centre 10 squares, long board edge to long board edge.				
Attacker's Aims	*Once the enemy army is defeated, their land is yours for the plundering!* 2 victory points for each enemy base removed during the Battle Phase. • 1 victory point for each enemy base removed during the Prayer Phase.				
Defender's Aims	*Once the enemy army is defeated, you can chase the curs who aided them down to the ends of the earth!* 2 victory points for each enemy base removed during the Battle Phase. • 1 victory point for each enemy base removed during the Prayer Phase.				
Special Rules	*This is a harsh tract of land, without enough potable water for a whole army – let alone two!* +blessing to all Melee Moves. +curse to all Spiritual Moves.				
Victory Conditions	Whoever has the most victory points at the end of the game wins.				

Justice Alone Condemns	11–13	**Orientation**	Hook	**Game Length**	4*
Every day has its sunset, and in its coming the dusk has only one duty: to make the fall of light as glorious as possible.					
Landmark's Position (defender placement)	**City Limits, Holy Ground:** In the defender's field of deployment. **Bluffs**, **Seashore:** Anywhere in contact with a short board edge. **Old Roman Road:** In the attacker's field of deployment. **River Crossing:** Anywhere completely outside the defender's field of deployment, entirely within one-half of the table				
Attacker's Aims	*You have the stag at bay: send forth the hounds to bring him down!* 1 victory point for each enemy base removed from the board. • 1 victory point for each enemy Leader removed from the board.				
Defender's Aims	*Death is come; all that remains is to make such an end as to be worthy of a song.* • 1 victory point for each objective marker controlled. • 1 victory point for each enemy Leader removed from the board.				
Special Rules	*'...for justice alone condemns. But he is made worthy by mercy who seeks grace through spiritual labour'.* +blessing to all Spiritual Moves. +curse to all charge Moves. Objective markers are placed anywhere outside the attacker's field of deployment. They must be at least 4 squares apart.				
Victory Conditions	Points are scored at the end of every turn. The player with the most points at the end of the game wins.				

Justice Alone Condemns	11–13	**Orientation**	Hook	**Game Length**	4*
Every day has its sunset, and in its coming the dusk has only one duty: to make the fall of light as glorious as possible.					
Landmark's Position (defender placement)	**City Limits, Holy Ground:** In the defender's field of deployment. **Bluffs**, **Seashore:** Anywhere in contact with a short board edge. **Old Roman Road:** In the attacker's field of deployment. **River Crossing:** Anywhere completely outside the defender's field of deployment, entirely within one-half of the table				
Attacker's Aims	*You have the stag at bay: send forth the hounds to bring him down!* ● 1 victory point for each enemy base removed from the board. ● 1 victory point for each enemy Leader removed from the board.				
Defender's Aims	*Death is come; all that remains is to make such an end as to be worthy of a song.* ● 1 victory point for each objective marker controlled. ● 1 victory point for each enemy Leader removed from the board.				
Special Rules	*'...for justice alone condemns. But he is made worthy by mercy who seeks grace through spiritual labour'.* +blessing to all Spiritual Moves. +curse to all charge Moves. Objective markers are placed anywhere outside the attacker's field of deployment. They must be at least 4 squares apart.				
Victory Conditions	Points are scored at the end of every turn. The player with the most points at the end of the game wins.				

Kingdom of Jerusalem Foot and Mounted in 15mm. Miniatures by Legio Heroica. (Simon Clarke)

Path of Blood and Tears	5–6	**Orientation**	Long	**Game Length**	4*
The road is long, with many a whining tern. Armies stretch for miles, their supply lines for leagues, even with supply ships and friendly ports. Today seems like a fine time to ruin both! We might be at the head of a column, its rear or just a vulnerable spot in the middle: in any case, swords are flashing in the sunlight!					
Landmark's Position (attacker placement)	**City Limits**, **Holy Ground**: Anywhere on a board edge. **Old Roman Road**: Defender's field of deployment, short edge to short edge. **Bluffs**: Anywhere on a short board edge. **Seashore**: Defender's field of deployment, any board edge. **River Crossing**: Anywhere within 6 squares of a short board edge, long board edge to long board edge.				
Attacker's Aims	*If the enemy is broken here, we blunt their advance and open up their supply lines to raid and ruin.* • 1 victory point for each enemy base removed from the board during the game. • 1 victory point for each enemy Leader rated 1, 2, or 3 removed from the board during the game.				
Defender's Aims	*We need to stand firm and protect our line of march! We are already vulnerable and cannot afford to let the enemy near our supplies.* • 4 victory points for each objective marker controlled at the end of the game. • 1 victory point for each enemy Leader removed from the board during the game. An additional +1 point if the Leader was Level 2 (total 2pts), or +2 if they were Level 3 (total 3pts).				
Special Rules	The defender deploys by turning companies in line of march according to the *disciplina militaris*. Because they have been caught 'on the hop' and are turning their line of march into a battleline, they cannot deploy a second line of bases until it's impossible to place any more bases in their front line (respecting the usual rules of staying at least 2 squares from the centre line and 6 away from the enemy). The attacker deploys as normal in their own field of deployment. Objective markers are placed down the centre of the table, in neither player's field of deployment. They must be at least 4 squares apart.				
Victory Conditions	Points are scored at the end of the game. Whoever has more victory points is the winner: in case of a tie, the defender wins.				

The defender may want to consider placing a large first bataille to minimise interference from the enemy, and leaving one square gaps between batailles to fill their frontage as quickly as possible.

Frankish Crusading Knights in 15mm. Miniatures by Legio Heroica. (Simon Clarke)

To Arms and Follow Me!	9–10	**Orientation**	Long	**Game Length**	5*
Men under siege, or simply out-manoeuvred, can only bear so much. And then they march forth to ruin, and a red dawn, less with hope of life than an embrace of death.					
Landmark's Position (attacker's placement)	**City Limits, Holy Ground:** Attacker's field of deployment, in contact with a board edge. **Bluffs, Seashore:** Anywhere in contact with a short board edge. **Old Roman Road, River Crossing**: Within 6 squares of either short board edge, long board edge to long board edge.				
Attacker's Aims	*This sally against the enemy is make or break! Beat them back and break their skulls! Decapitate their forces before it is too late!* ● 1 victory point for every objective quarter controlled. ● For every enemy Leader removed from the board, score additional victory points equal to their Leader level.				
Defender's Aims	*The fools leave their strongpoints to face us in battle! A prime chance to slaughter them and seize what they seek to defend.* ● 1 victory point for every enemy base removed from the board. ● 1 victory points for each friendly base on or adjacent to the Landmark.				
Special Rules	Objective markers are deployed anywhere outside the attacker's field of deployment. They must be at least 4 squares apart.				
Victory Conditions	Points are scored at the end of the game. Both players add their final Faith score to their total. The player with the most points wins.				

Whether Many or Few	7–8	Orientation	Long	Game Length	4*
This then is the open field that warriors from every point of the compass hope for. Two armies lined up in bright array beneath the sun, each alike in dignity… for now. '...it is not hard to be victorious, whether you are many or few, when victory is granted by Heaven'.					
Landmark's Position (defender placement)	**City Limits**, **Seashore**: Anywhere on a short board edge. **Bluffs, Holy Ground**: Within 6 squares of either short board edge. **Old Roman Road**, **River Crossing**: Anywhere within 8 squares of a short board edge, long edge to long edge				
Attacker's Aims	*Victory here will assure us a place in the history books, and a blessed afterlife!* ● 2 victory points for each enemy base removed during the Battle Phase. ● 1 victory point for each objective marker controlled.				
Defender's Aims	*We stop them here, and we stop them for good. Raise your swords, men, and advance with me!* ● 2 victory points for each enemy base removed during the Battle Phase. ● 1 victory point for each objective marker controlled.				
Special Rules	*This scenario is a classic pitched battle, with all the movement that implies.* +blessing to all Movement Moves.				
Victory Conditions	Points are scored at the end of every turn. Whoever has the most points at the end of the game wins.				

Deployment

Since these are mediaeval battles, we can safely assume our tin men want to deploy in long blocks to face the enemy shoulder-to-shoulder with their friends and avoid being flanked as much as possible.

The neutral strip on the table has an imaginary centre line running all the way through it. Armies deploy on their side of the centre line, but have to stay at least 2 squares away from it – that is what defines the neutral strip.

Firstly, the player nominated by the scenario places the Landmark. This is often in the neutral strip.

Players then alternate placing bases, starting with the player who won the roll. This is 3d6 + [the sum of their Light Cavalry and Skirmisher bases]. The in-battle bonus limit of +6 doesn't apply here. Bases are placed in batailles of one or more following these restrictions:

- No base can be placed within 6 squares of an enemy base that is already on the table. This is the far edge of Volley Fire range.
- No base can be placed in squares controlled by a friendly base that is already on the table. Your men enter in discrete squadrons according to the *disciplina militaris*, and this replicates their marching order as they shake into line of battle.

- Bases can be placed next to or behind friendly bases that are already on the table, as long as they are still at least 2 away from the centre line and 6 away from the nearest enemy.

- Unless it has its own Leader, each base must deploy adjacent to at least one other friendly base. That does not mean that they all need to form a contiguous line, just that no base should be alone at the start of the game. This does mean that you will need to put down at least two bases for your first deployment choice.

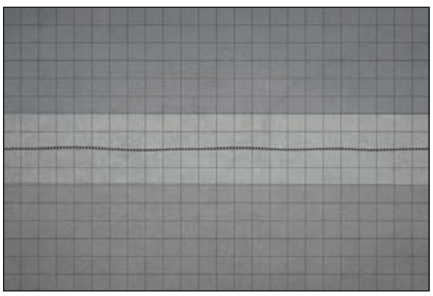
Despite its high Fervour, the Elite Infantry on the right wing has no Leader, and should therefore be in contact with another base.

- Deploying in full batailles is faster, and helps control the battlefield more.

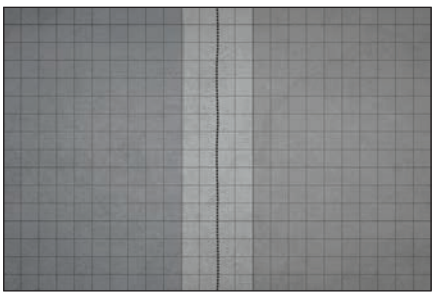
- Deploying by base lets you see what the opponent is up to, and grants more control over the size and position of your batailles.

Fields of deployment depend on the scenario's **orientation**, which is either long, short, or hook, as in the examples below.

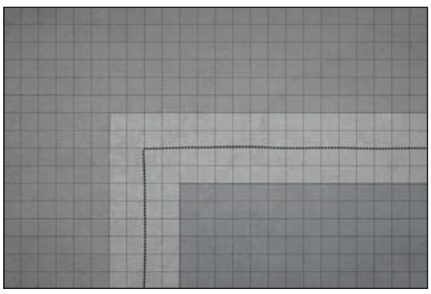
Once you have finished deploying, indicate to your opponent which bases have Leaders – maybe even by name, if you are really immersing yourself! You should also point out your general. This does not need to be the highest-ranked Leader in the army, but should be obvious in some way. Briefly summarise your bases' troop types, and any Strategies you have bought for them.



Orientation: Long



Orientation: Short



Orientation: Hook

Faith & Fervour

Both armies start the game with a Faith of zero. We keep track of Faith totals with very large d6s, or sometimes just twelve-sided dice. The important thing is not to roll it like an ordinary die! Keeping your Faith die on your Faith Tree is an easy way to keep it out of the way.

Place a marker on each base – or by its entry on your army roster – to keep track of its Fervour. Remember that ordinarily an army only gets 4 Fervour for every 10 points spent on bases. Of course, for some scenarios you may want to increase or decrease this total depending on the mood of the armies involved. This is especially useful as a tool to balance armies in historical encounters where the smaller force had markedly higher morale than the enemy.

Some players choose what Fervour each of their bases should have before the game when choosing their army (see Army Lists, page 72). Others like to assign it during deployment – we imagine their men are embodying their morale in a manner that is obvious to the enemy – or at this moment, just before the game begins. As long as it is done before the first turn starts, that is all that matters! Clear hoops or mini-dice can track Fervour without affecting the look of the game.

Harry the Lines

This final step gives Skirmishers a chance to do some dirty work before the battle begins. However, it also abstracts various elements of the general's art – supplies, communications, tiring out the enemy with counter-marches, spoiling attacks, and more.

Each player with at least one base of Skirmishers rolls for Harry The Lines. The usual limit of +6 applies to this roll, even if you have more than six Skirmisher bases. However, this limit does not apply to the *results* of the Move. For example, if you had eight Skirmisher bases, you would roll with +6 to Harry The Lines but the first result would deduct a total of 8 Fervour from the opposing army.

Harry The Lines	**Type**	Movement	**Roll**	+Skirmisher bases.
15+	**Choose 2.**			
10+	**Choose 1.**			
9 or less	**Lose 1 Skirmisher base. Gain +1 Faith.**			
Choices		Your opponent removes 1 Fervour from their army for each of your Skirmisher bases.		
		Move all your Skirmisher bases up to Pace.		
		Bloody the enemy base without a Leader closest to a board edge.		

You are done; roll for initiative and start your first Battle Phase (see Turn Order on p.20)!

7

Faith

Faith, let us not forget, is not knowledge. It is not certainty. It is belief in warmth in the face of howling winds; in comfort amid brambles; in love among the worst of war. To *prove* an article of faith is to render it meaningless. Faith is inductive, reaching out rather than looking back. So it is in this game (at least we hope). Faith is accrued when an army 'keeps the faith' by carrying on with a bad roll, or losing men, trusting in the divine over their animal instincts. Several Moves grant +1 Faith on a miss, and the Prayer Phase of every turn grants Faith to armies who have lost boon companions. An army's starting Faith is always zero: any swell of Faith before the start of hostilities can be measured in Fervour.

Faith serves two purposes. As a running total, it serves as a register of army morale and unlocks passive abilities that change how armies work on the table. As a resource, it can be burnt for bigger one-off benefits. **You can choose whether or not to include Faith Trees in your games: you may wish to leave them out if pressed for time or playing for the first time. If you do, keep tracking your Faith regardless, because it affects other elements of the game.**

The specific effect of Faith upon an army depends on the personality of the general who raised it. Are they mercenaries following a successful Plunderer to war? Has a storied professional brought serious-minded comrades with them? Do men march to avenge or defend their loved ones? Perhaps they seek glory beside a Glory-Hound, or a sweet death beside a Martyr? Maybe they were drawn to the battlefield by the iron simplicity of being a True Believer. Guibert of Nogent described the First Crusade as a 'twofold opportunity' for service in the name of both Christ and profit, but no matter the muddiness of your general's motivations, one thing rules their heart more than all else, and that dictates their Faith tree.

In an era when personal bonds mattered far more than nations, states, or principle, this is the foundational principle of organising an army in *Swords of God;* like attracts like, and that in turn shapes how they fight. Christopher Tyerman perhaps said it best: 'The politics of Christendom in the Middle Ages were regional rather than national, and the organisation of mediaeval armies followed suit. Unlike modern armies with a unified command structure and highly organised bureaucracy of support, mediaeval armies were organised by personal relationships. Recruitment, combat operations, and command structure centred on the relationship between individual warriors and individual rulers'.

Archetypes	
Avenger	Filled with hate over some real or imagined slight – survival ranks a close second to slaying their opponent.
Defender	Fights only out of love for whatever they are protecting, whether that be family, fief, or fane.
Glory-hound	Fights to win (and maybe even demonstrate) personal valour, army as a whole be damned.
Plunderer	Fights to claim plunder, and plenty of it. Sometimes even a whole God-fearing empire!
Martyr	This general's eyes are fixed firmly on the gates of heaven – defeating the enemy ranks a close second to dying in the name of God.
Professional	Fights without an interest in how the war ends, only to keep winning.
True Believer	Fights with no schooling in the arts of war, but faith beyond faith in the workings of God's plans.

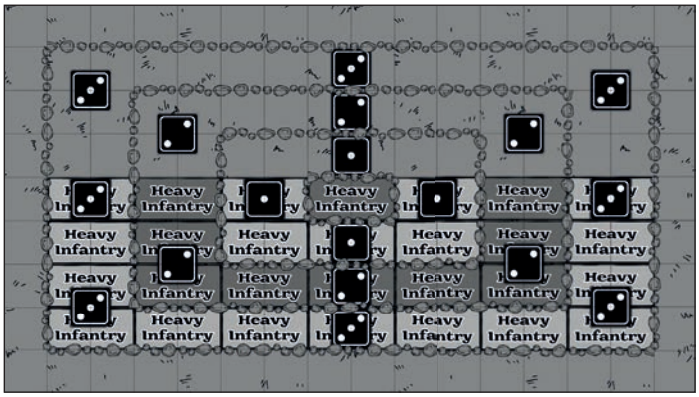
Each Faith Tree grants different effects to an army, and therefore synergises better with one type of soldier or another. We suggest picking your army from the lists starting on page 72, and picking a Faith Tree based on how you perceive your general, real or imagined. Even combinations that seem counter-intuitive can provide moments of great surprise and delight on the table!

When a Faith ability refers to a Leader's radius, this is essentially the same as their command range (see the illustration below), but mirrored in front of their base as well as behind.

Your Faith score is checked at the moment you want to use an ability, even if a second use comes in the same phase.

Example: At Faith 3 or higher, a True Believer can spend 2 Faith (before a roll by either player) to add their current Faith total to the result of the roll. If this were used at Faith 4, they would add +4 to the roll, and reduce their Faith to 2.

Faith is spent *after* the ability is resolved. You cannot choose to drop your Faith below zero, so if you only have 2 points, you cannot resolve an ability that costs 3 points.



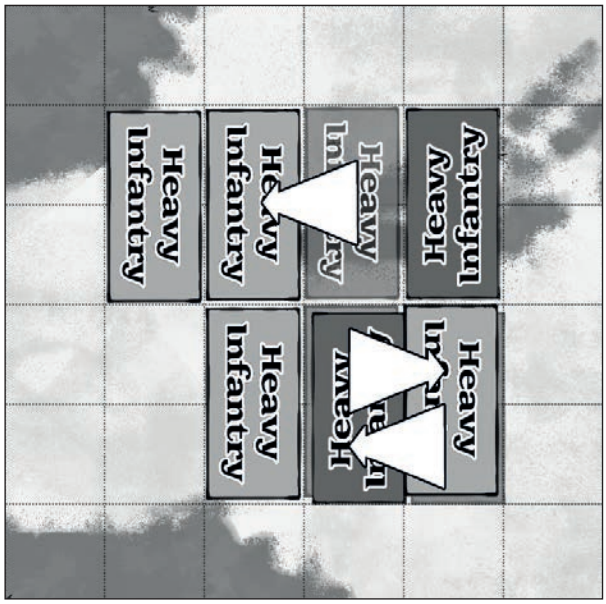
As you can see here, a Leader's radius mirrors and includes their command range.

Seljuq horse archers (Michael Perry)

Faith Tree: Avenger		
Faith 1+		
Passive: Whenever this general uses the Mortal Combat Move against the enemy general, they may additionally choose the 'Their Leader dies' result for free on any roll of 10 or more.	–1: +blessing to a Melee Move.	
Faith 2+		
Passive: Whenever the enemy loses Fervour due to your Desperate, Wild, or Thunderous Charges, the charging bataille gains an equal amount of Fervour.	–1 (your initiative): An enemy bataille within your general's range loses Fervour equal to your current Faith total.	
Faith 3+		
Passive: Bloodied units may still charge.	-3 (your initiative): Resolve a Heroic Last Stand with any base.	-X (directly after an enemy Move is resolved): Pay up to your Leader's Rank (min. 1) to move their bataille forward 1 square. Additionally, every enemy bataille contacted loses Fervour equal to Faith spent.
Faith 4+		
-X (enemy base just resolved the Fall Back Move): Follow up 1 square with adjacent bases of your own, where X is how many bases you are moving.	-3: Up to (Leader level) enemy bases within 4 squares of your general are bloodied.	
Faith 5+		
Passive: Whenever your Move bloodies an enemy base, bloody an additional base in the same bataille.	-X (enemy triggers a rally effect): Block X enemy bases within your general's radius from rallying.	
Faith 6+		
Passive: Whenever your general uses the Mortal Combat or Heroic Last Stand Moves, they may additionally choose the 'Their Leader dies' result for free on any roll.	–1 (one of your bases is bloodied): Bloody an adjacent enemy base.	-1: A bataille eligible to make a Desperate Charge makes a Glorious Charge instead.

Faith Tree: Defender		
Faith 1+		
Passive: Whenever a friendly Leader's base could be pushed back by an enemy Move, that result can only be chosen if your opponent rolled a 6.	-1: +curse to enemy Melee Moves.	
Faith 2+		
Passive: At the end of each Prayer Phase, discard 1 bloodied marker from 1 friendly base in your field of deployment.	-1 (contested Move): Use your bataille's highest Mettle, even if that base is bloodied.	
Faith 3+		
Passive: All your commanded bases count as 1 square further away from the enemy for the purposes of enemy Desperate, Thunderous, and Wild Charge Moves.	-1: +blessing to a Spiritual Move.	-X (enemy Move puts an enemy bataille adjacent to one or more of your bases): Immediately reduce the Fervour of all enemy bases made adjacent by this Move by -1. X=number of bases newly adjacent to your own.
Faith 4+		
Passive: Your Elite & Heavy Infantry count as light infantry when determining any rough ground outside the enemy field of deployment.	-X (change of initiative): Count an enemy base as activated for the turn. X=target's current Fervour.	
Faith 5+		
Passive: Bloodied bases can still support your Melee Moves, and can still take on Fervour loss for targeted bases in their bataille.	-3 (after an enemy Ranged activation is declared, but before any dice are rolled): Cancel the activation. The Move is expended but your opponent retains the initiative.	
Faith 6+		
Passive: Enemy Moves can no longer choose results which would push back your infantry bases.	**Passive**: Whenever your bases are rallied by a Leader's Move, you can roll Xd6 instead of 1d6, where X=the Leader's level. Use the highest roll.	-X (change of initiative): Your infantry bases cannot lose Fervour to Ranged Moves during the next X activations.

Faith Tree: Glory-Hound		
Faith 1+		
Passive: Whenever an enemy base leaves a square controlled by your Leader's base (regardless of the Move responsible), the Leader's base automatically follows up to their Pace to maintain contact.	-1 (when a friendly or enemy base would be pushed back): Swap base's position – but not facing – with an opposing base adjacent to its front edge.	
Faith 2+		
Passive: Your first Leader base of the turn to declare a Glorious Charge moves an extra +1 square.	-X (enemy declares a Charge Move before dice are rolled): Move any friendly commanded bataille of X bases forward 1 square.	
Faith 3+		
Passive: Whenever the enemy loses Fervour because you made a Glorious Charge Move, the charging bataille gains an equal amount of Fervour.	**Passive**: Glorious, Thunderous, and Wild charges are made with a movement distance of Pace x2.	-X (your general's base deals Fervour damage to an enemy): rally the general's bataille rolling Xd6 (use the highest).
Faith 4+		
Passive: Your Leaders' bases ignore rough ground when making the Glorious Charge Move. Commanded bases to their rear can follow with them through the rough ground too.	-1 (using the Hold The Line action): Use your Leader's Fervour instead of their Mettle.	
Faith 5+		
Passive: Bases in your general's bataille never count as flanked during your general's activations.	-X (immediately after a Mortal Combat Move slew your Leader): Revive your Leader once the enemy's back is turned (where X is your Leader's level+1).	
Faith 6+		
Passive: Your charge Moves can shift 1 square left or right instead of going totally straight ahead. Each move through the face of a square costs 1 Pace as normal, so an effective 'diagonal' would cost 2 Pace.	**Passive**: Enemy uses of the Mortal Combat Move against your general suffer +curse to the roll.	-X (slain enemy Leader in Mortal Combat): Rally Leader's bataille, where X is the enemy Leader's level and the number of dice rolled (use the highest result).



A Glory-Hound can spend 1 Faith to swap a base with its opponent instead of letting it be pushed back.

Faith Tree: Martyr		
Faith 1+		
Passive: Whenever a friendly Leader's base is removed, an enemy bataille in contact with it loses Fervour equal to your current Faith total.	-1 (change of initiative): For the duration of the current Move, a friendly bataille increases its Pace by 1 square when moving towards the enemy.	
Faith 2+		
Passive: Your bloodied bases can now support in melee, and do not have to give way when friends are pushed back into them	-1: Declare a Charge Move that includes a bloodied base or bases	
Faith 3+		
Passive: The Desperate Charge Move has a range of Pace x2	-X (one of your bases is removed): Deduct up to that base's Mettle to bloody that many bases in an adjacent bataille	-X (enemy has just resolved a Hold the Line Move): Resolve an immediate Hold the Line Move, using X as your Mettle. This occurs before the next activation, regardless of whether initiative changes or not.
Faith 4+		
Passive (your Melee Move): Any die whose result is under your bataille's Fervour is changed to a 6.	-X (you just lost Fervour): Deal Fervour damage to the active enemy bataille, where X is how much Fervour you lost.	
Faith 5+		
Passive: Any Pilgrim base can use the Heroic Last Stand Command Move.	-X (using the Heroic Last Stand Move): Count the number of bases in your own bataille instead of the enemy's, where X is the number of bases in your bataille.	
Faith 6+		
Passive: Your bloodied bases deal 1 Fervour damage to the active enemy base each time they are targeted by a Melee Move.	**Passive**: At the start of the Prayer Phase, before anything else happens, if your Faith was zero it rises to 1.	-X (enemy bataille loses Fervour): Bloody enemy bases equal to Fervour lost, where X is the number of bases affected.

Be warned, your Level 4 Passive ability will probably bloody you too; beware!

Faith Tree: Plunderer		
Faith 1+		
Passive: Charge Moves by your batailles that start in your half of the table can move an extra +1 square.	-X: +blessings to a Charge Move, where X is the number of blessings added.	
Faith 2+		
Passive: All bases except Heavy and Shock Cavalry count BUA as open ground as they enthusiastically sack the place.	-X (when an enemy Leader base is removed): Your closest bataille gains Fervour equal to X Leader's rank.	
Faith 3+		
Passive: Whenever an enemy base is pushed back, you may rally 1 adjacent base of your own rather than follow up.	-1 (when an enemy retreats from a square controlled by one of your bases): Enemy unit retreats an extra 1 square.	-1 (enemy declares a push back result from the Hold the Line Move): Your base is too busy looting to move. Stay in place.
Faith 4+		
Passive: Whenever the enemy makes a Melee Move while contacted by your infantry, they take +curse to the roll.	-1 (when a Leader base is pushed back): retreat up to Pace rather than 1.	
Faith 5		
Passive: Whenever one or more of your bloodied bases are targeted by an enemy Melee Move, their bataille regains d6 Fervour.	-X (when enemy charge action is declared): Your closest bataille may fall back up to 1 square directly away from the activated bataille, where X is the number of bases moving in your bataille.	
Faith 6+		
Passive: Whenever you use a Move that should count your Fervour, you can count your Mettle instead.	-X (at the end of your Leader's activation): Retain the initiative, where X is the number of Move rolls already made this activation.	-X (using the Fall Back Move): Your bataille falls back X squares rather than its Pace.

Faith Tree: Professional		
Faith 1+		
Passive: Your general's bataille can be 1 wider (in total, not to either wing) and 1 deeper than their level would usually allow.	–1: +blessing to your next Movement Move.	
Faith 2+		
Passive: Every commanded bataille ignores the first point of Fervour lost to each Move you make.	–1: +blessing to the next roll to see who gets the first activation of the turn.	
Faith 3+		
Passive: All rally rolls within your general's radius get +blessing (roll and additional d6 and use the best).	**Passive**: Any base in a commanded bataille can use the Mettle of any other base in the same commanded bataille.	-2 (once per activation): Choose the retain the initiative result for this bataille, even if you have reached the number of additional actions allowed by your Leader level.
Faith 4+		
Passive: You can choose 1 additional result on successful Ranged Moves.	-X (your initiative): Add an area of fields, marshes, or rocks covering X squares anywhere on the table that does not have a base in it.	
Faith 5+		
If a scenario dictates the game ends here, you may choose to play a single additional turn (once only!).	-1 or -3: Change a roll of 9 or less to a 10+ for –1, or any roll to a 15+ for -3.	
Faith 6+		
–1: Any base within this bataille can make any Special Move from any base in the bataille for the rest of this activation. They can also participate in Special Moves made by other bases.	-X: Make the Fall Back Move with all friendly bases closer to the enemy field of deployment than your general, counting them as a single bataille. X is the number of bases moving. Use best Mettle with +curse	-5: Roll 3d6 and keep the result hidden (perhaps put the dice among some trees). At any point, replace a single roll by either player with those 3d6.

Faith Tree: True Believer		
Faith 1+		
Passive: When you would lose a Faith point, roll a d6. If you roll above your current Faith, do not lose that Faith point.	–1: +blessing to a Spiritual Move.	
Faith 2+		
Passive: Whenever a Move discards the bloodied marker from a base in a Leader's bataille, discard a single additional bloodied marker.	–1 (after declaring a Move, but before rolling): Swap your base's Mettle with its target's Mettle.	
Faith 3+		
Passive: When you would lose a base in the Prayer Phase, roll a d6. If you roll under their Mettle, they remain in place until the next Prayer Phase. This base cannot be moved or activated in the ensuing turn, but counts as present for the purposes of all Moves by other bases.	-2 (before a roll by either player): Add your current Faith total to the result of the roll.	-2 (after any enemy Move is declared, but before the dice are rolled): Swap your targeted base's Mettle with theirs.
Faith 4+		
–1 (rally result chosen): Also add Fervour equal to your current Faith total to the rallying bataille.	-X (Prayer Phase starts, before rolling): X bases with zero Fervour automatically pass the roll to stay on the table.	
Faith 5+		
Passive: Any commanded bataille counts as 1 square further away to all enemy Charge Moves.	-X (enemy just finished resolving a Move): Rally a bataille, where X is the number of bases in the bataille. Roll 2d6 and use the higher roll.	
Faith 6+		
Passive: Enemy bases within your general's radius cannot trigger active Faith effects.	**Passive**: Your bases with a Fervour of zero can no longer be pushed back. The result is not cancelled, just impossible; your opponent selects a different result.	-X (your initiative): Unbloody X bases, and roll a single Heroic Last Stand Move for all of them (Leaders or not), resolving its effect separately for each enemy bataille involved. +blessing for each additional base in contact with each enemy bataille targeted. Cede the initiative. Once per turn only.

8

Army Lists

Although *Swords of God* uses generic troop types, army lists help give your army a national character that evokes its historical inspirations. Each list has a minimum and maximum number of each troop type that can be bought per 100pts, and examples of the sort of soldiers that troop type might represent. Armies under 100pts obey the same maximums as a 100pt game, but reduce all minimums to one base. Army lists also make recommendations of favourite stratagems and which of their units should have higher Fervour, to highlight their national character without ahistorically restricting player choice.

Bases are bought using army points, but they also have variable Fervour. An army has a set number of Fervour points, which you can assign to your bases as you please. This limit is equal to **4 Fervour for every 10 points** (or 2:5 if you prefer), so 40 for a 100pt game, 30 for 75pts, et cetera. This cap on an army's Fervour represents not only the gargantuan task of keeping myriads of marchers on a spiritual high, but also the limits of rudimentary mediaeval logistic chains. As Guy de Lusignan discovered at Hattin, men who are short of water, food, or other crucial supplies are not often in the right psychological state to run gladly into danger.

A well commanded and supplied army will start the game with an average of just under 3 Fervour per base, but the minimum starting Fervour is 1. Less than this and your horde are ill-prepared for the rigours of battle, likely too numerous for the professional warriors among them to force them into coordinated action. The First Crusade is estimated to have had 30,000 infantry and 5,000 knights; 35–40 bases in our terms, but probably more than 100pt! At the time, armies were 'normally' about 20,000 men, and 40,000 was too large to supply without significant devastation along the way. An army of 80,000 was the functional limit due to the logarithmic strain of pack animals (or human bearers) on the supply chain.

Seljuq command (Michael Perry)

Logically, the minimum 100pt army would have 8 bases with 5 Fervour each, and maybe even a Leader in every base! Even if they were all Shock Cavalry, there would be 44 points left over for heroes. Conversely, the maximum army size would be 40 bases with 1 Fervour each – and they would need a lot of praying and inspirational speeches to save themselves. A challenge for only the most cunning generals of the age… We recommend assigning Fervour to your lowest-Fervour bases first, so that you know how much you have left to assign to your better-supplied and better-prepared bases.

Every army gets a free Leader 2. This can be your general, but it doesn't have to be, whether you buy a Leader 3 or not. A base can only host one Leader. We recommend that you buy enough Leaders to place all your bases in commanded batailles – not only will this enormously improve your command and control, but you will also be buying fewer bases and have proportionately more Fervour to give them. And remember, uncommanded bases are at risk in the Prayer Phase. Without supervision, they might decide that God's plan for them involves sneaking away before someone cuts their heads off!

Troop Table			
Name	**Pts**	**Pace**	**Mettle**
Skirmishers	1	2	0
Archers	2	1	0
Light Infantry	3	2	2
Heavy Infantry	4	1	3
Elite Infantry	6	1	4
Light Cavalry	4	3	1
Heavy Cavalry	4	2	2
Shock Cavalry	7	2	3
Pilgrims/Mobs	2	1	2
Leader	3	-	-
Elite Leader	5	-	-
Heroic Leader	13	-	-
Epic Leader	25	-	-

It is <u>really important to remember</u> that you can assign any Fervour rating to any base (up to the army's limit), but that while any base can include a Leader, your chosen army list dictates which troop types your general can join. Variable Fervour helps to differentiate between different grades of base, whether through training, experience, or simple bloody-minded determination. If you find you do not have enough Fervour for the army and strategy you have in mind, remember that the Pray and Inspire the Troops Moves can increase Fervour very effectively throughout the game.

Sometimes you will have points left over after buying your units; perhaps your collection only contains so many bases, or maybe you just cannot afford enough Leaders to really sprawl your forces across the table. Perhaps you want an elite fighting force made up of only your general's most fervid followers! To use those points up, there are also the Strategies below, small boosts to your force for those last spare points.

STRATEGIES	Cost	Effect
Camels	1pt/base	Whenever this base inflicts Fervour Loss on enemy cavalry bases (of any type), those bases lose an additional +1 Fervour for each friendly base of camels involved in the Move. *Available to Heavy, Light, and Shock Cavalry bases.* *Also available to Elite Infantry, but here it would represent Elephants, as occasionally deployed by the caliphs of Baghdad.*
Gunpowder Weapons	1pt/base	This base inflicts +1 Fervour loss on the enemy when supporting the Volley Fire Move. *For our purposes, these were first used in either 1241 in the Battle of Mohi, or 1260 at Ain-Jalut!*
Local Scouts	1pt/each	Each time you buy this for your army, gain +blessing to the roll to make the first Move of the game.
Outriders	1pt	Inflict +curse on the enemy's Harry The Lines Move.
Powerful Sermon	5pts	The fiery rhetoric of the divines accompanying your warriors stoke their Fervour! Gain Fervour equal to the level of all your Leaders combined.
Stakes	1pt/each	Stakes line the faces of 2 squares in front of 1 base. Charge Moves that target that base choose 1 fewer results than they normally would with their roll. Stakes are removed the first time the unit behind them changes position (for any reason).
Surfeit of Bows	1pt/base	This base can be counted in the Darken the Sky, Stampede of Dust and Iron, and Volley Fire Moves when made by bases in their bataille. They do not change their troop type, but have enough missile weapons to contribute to the efforts of others.
True Relic	5pts (max 1.)	Whenever this army uses the Pray Move, choose an additional result (this means you need to get at least one choice for this effect to trigger). A Relic takes up 1 square on the army's longest starting edge.

Soldiers of St. Peter

Under the crossed keys to heaven, centuries of warlike white-faced tribesmen went to war at every point of the compass. At the centre of their web of violence lay their Father in Rome, who proclaimed that the path to heaven could be trod not only through the truth and the life, but also through indulgences and killing. What better proof of man's love for Man than avenging all wrongs, real or imagined, in blood?

Early Latins: 1061–1214

The fair-skinned firanji swept south from the icy west with burning hearts and cold steel. Under the banners of their great Father in Rome, they fought many campaigns to seize the Holy Land, and many more to keep their fingertip hold on some of mankind's oldest provinces. Many of their knights fought on foot after their horses, donkeys, and oxen died, and though their early hordes were poorly drilled and amateurish, Latin Christendom eventually forged its first professional armies: the knightly orders of the Templars and Hospitallers. These outlanders founded Outremer, a jigsaw of minor polities on the Levantine coast that alternatively snarled at and kow-towed to their greater Greek and Turkish neighbours.

Examples	Normans Franks Latin Crusaders
General's Base	Heavy or Shock Cavalry Elite Foot
High Fervour Units	Pilgrims Heavy Cavalry
Favourite Strategies	Powerful Sermon True Relic

Min/Max	Troop Type	Description
2+	Skirmishers	Archers, crossbows, javelins
3+	Archers	Archers, crossbowmen
0–12	Light infantry	Crusading sailors, Frankish militias
2+	Heavy Infantry	Flemish, mercenaries, serjeants
0-2	Elite Infantry	Dismounted crusaders & Templars
0–15	Light Cavalry	Pueri, mounted crossbows, Berber/Sicilian/Calabrian mercenaries, Turcopoles
3+	Heavy Cavalry	Bretons, Milites, serjeants
0-2	Shock Cavalry	Retinue knights, military orders
0+	Pilgrims/Mobs	Levies, Tafurs, pauperes, ribauds
0+	Leader	*Richard of the Principate, Hugh of Normandy, James of Avesnes, Baldwin II, Hugh of Cyprus, William of Villehardouin, Joscelin II*
0+	Elite Leader	E.g. *Louis the Pious, Hugh of Burgundy, Henry of Champagne, Fulk of Jerusalem, Tancred the Monkey King, Petar Snačić, Conrad III*
1+	Heroic Leader	E.g. *Raymond of Toulouse, Baldwin I, Godfrey de Bouillon, Amalric, Tancred, Coloman of Hungary, Conrad of Montferrat*
0+	Epic Leader	E.g. *Bohemond of Taranto, Baldwin IV, Robert Guiscard 'Terror Mundi', Richard Lionheart, Simon de Montfort*

This list can also be used to represent Cathars and Italian Condotta.

Later Latins: 1215–1495

Time did not weary the European impulse to seize the lands they knew through the stories that nursed them, nor the years condemn their willingness to work together in the service of their lord. Though the Latin states of Outremer had fallen, the forces of Christendom plotted again and again for final victory over the Levant.

Examples	Duchy of Athens Franks Germans Italians Latin Empire Navarrese Company Knights of Rhodes
General's Base	Heavy Cavalry Elite Infantry
High Fervour Units	Longbowmen Mounted knights Templars
Favourite Strategies	Outriders Stakes

Min/Max	Troop Type	Description
0–6	Skirmishers	Levies
2–4	Archers	Crossbowmen, longbowmen
2–6	Light infantry	Feudal retainers, levies
1+	Heavy Infantry	City militias, serjeants, mercenaries
0-3	Elite Infantry	Dismounted Templars and other knights
1–4	Light Cavalry	Serjeants, *stratioti*, Turcoman, mounted archers or crossbowmen, jinetes, huzars
1–8	Heavy Cavalry	Feudal, clerical, and mercenary knights
0–1	Shock Cavalry	Templar knights
0–4	Pilgrims/Mobs	Pilgrims
0+	Leader	E.g. *Nerio I Acciaioli, Walter V of Brienne, William of Champlitte, Hugh IV of Burgundy, Saint Louis, Walter VI of Brienne, Guidotto*
0+	Elite Leader	E.g. *Conradin, Amalric, Lord of Tyre, John of Brienne, John of Ibelin, Ladislaus the Magnanimous, Pedro de San Superano, Richard Filangieri, Geoffrey of Briel*
1+	Heroic Leader	E.g. *Richard Orsini, Charles I of Anjou, Amadeus of Savoy, Frederick II, Boniface of Montferrat*

Eastern Catholics: 1209–1593

Orthodoxy lasted longer in the east, but there were still those on its borders who acknowledged the Father in Rome as the chief of their religion. They fought very much like their heretic neighbours, revelling in the wind through their hair and the arrow's long arc. Pope Leo X called Croatia the Bulwark of Europe for its decades of blunting the Ottoman advance.

Examples	Bosnians Croatians Hungarians Lithuanians Poles Republic of Ragusa Vlachs
General's Base	Shock Cavalry
High Fervour Units	Cavalry (all)
Favourite Strategies	Local Scouts Outriders

Min/Max	Troop Type	Description
0-2	Skirmishers	Crossbowmen
0–6	Archers	Bowmen, Militia crossbowmen, 0–1 hand gunner, 0-2 cannon
1+	Light infantry	Spearmen with crossbows, axemen, clipeati, Hussite mercenaries, uskoks
1–6	Heavy Infantry	Spearmen, armati
0–1	Elite Infantry	Dismounted knights
3+	Light Cavalry	Horsemen, *stratioti*, mercenaries (Szeklers, Tatars, Bosnians, Croats, Cumans, Serbs), mounted Polish crossbows, Lithuanian javelin-cavalry, hussars
1–10	Heavy Cavalry	Allies (any above, or Teutons 1386–1435), boyar retainers
1–8	Shock Cavalry	Noble boyars, lancers
0–4	Pilgrims/Mobs	Peasants
0+	Leader	E.g. *Emerik Derenčin, Louis II of Hungary, Boleslav the Curly, Stanislovas Kęsgaila, Michael Ország, Jakub Kobylański,Béla IV of Hungary, Litovoi, Gjin Bua Shpata*
0+	Elite Leader	E.g. *Paul Tomori, Andrew of Jerusalem, Skirgaila, Hermann II of Celje, Stephen II of Bosnia, Petar Berislavić, Tamás Erdődy, Stephen Dabiša, Matthias Geréb, Leszek the Black, William Drugeth, Matthew Csák, Emeric*
1+	Heroic Leader	E.g. *Vladislav Jagiellon, Vytautas, Petar Zrinski, Andreas von Auersperg, Petar Kružić, Hrvoje Vukčić Hrvatinić, Paul I Šubić, Casimir the Great, Sigismund III Vasa, Pippo Spano, Basarab the Founder, Tvrtko I, Stjepan Vukčić Kosača, Henry II the Pious,*
0–1	Epic Leader	E.g. *Matthias Corvinus, John Hunyadi, Jogaila, Jan Tarnowski, Jerzy Radziwiłł*

This list can also be used to represent Georgians and Armenians.

Late Reconquista: 1340–1492

Across the western peninsula, kingdoms of Goths arose among the taifas that sprouted in the fertile earth left by the Córdovan Caliphate's collapse. Renewed in vigour by their transpyrennean cousins, they fought the Moors and each other over borders in Iberia and North Africa that we would still recognise today.

Examples	Aragon Castile Catalan Company Du Guesclin's Expedition Portugal
General's Base	Heavy or Shock Cavalry
High Fervour Units	Almughavars Knights
Favourite Strategies	Gunpowder Weapons Powerful Sermon

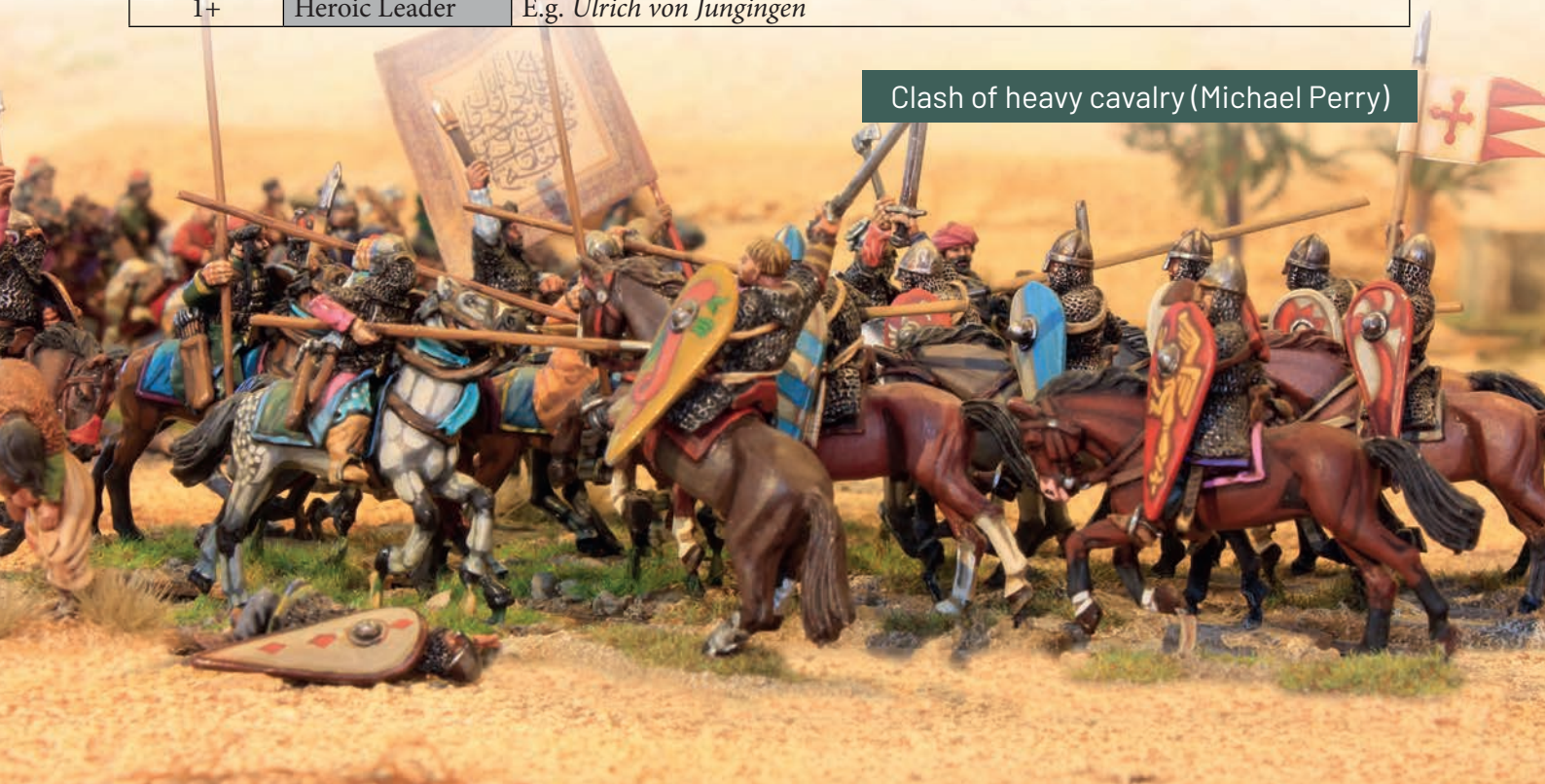
Min/Max	Troop Type	Description
6	Skirmishers	Peasant crossbows, javelinmen, slingers, almughavars
2–6	Archers	Crossbowmen, 0-2 handguns & 0–1 artillery after 1400, Muslim archers
0+	Light infantry	Almughavars, levies
2–6	Heavy Infantry	Militia spearmen, 0-2 militia or mercenary pike after 1450
0-2	Elite Infantry	Milites on foot
2–10	Light Cavalry	Mounted crossbows, jinetes
4–6	Heavy Cavalry	Men-at-arms, military orders, mercenaries
0–4	Shock Cavalry	Nobles
0-2	Pilgrims/Mobs	Levies
0+	Leader	E.g. *Philip of Aragon, Henry the Impotent, Juan II of Castile, Peter the Cruel*
0+	Elite Leader	E.g. *King Juan, Ramon Muntaner, John the Faithless, Alfonso the Magnanimous, Peter the Constable, Henry II the Fratricide, Afonso V the African, Ferdinand the Catholic*
1+	Heroic Leader	E.g. *King John the Hunter, Martin the Elder, Ruggero Flores, John Ramon III, Álvaro de Luna, Lopez de Padilla, Henry III the Suffering, John II the Perfect Prince*
0–1	Epic Leader	

Teutonic Knights: 1230–1525

Quite how vows of poverty translated to control of a theocratic state larger than most grand duchies, no-one ever quite calculated. What started as a righteous crusade against the heathen became a self-satisfying engine of empire that feasted on heretics and co-religionists alike. Supported by mercenaries and colonists – primarily from Germany – the knights of the Order created a state along the Baltic shore that rivalled Poland and Muscovy in untrammelled might.

Examples	Teutonic Ordenstaat Livonian Brotherhood
General's Base	Elite Infantry Shock Cavalry
High Fervour Units	Knights Native scouts
Favourite Strategies	Local Scouts Outriders

Min/Max	Troop Type	Description
0-3	Skirmishers	Native scouts
0–8	Archers	Ordensdiener crossbowmen, 0–1 hand gunners, 0–1 artillery
0–4	Light infantry	Subject infantry, colonist spearmen, schiffskinder
0–8	Heavy Infantry	Ordensdiener spearmen
0–1	Elite Infantry	Dismounted knights
2+	Light Cavalry	Native horse & light horse, Turcopoles
0-3	Heavy Cavalry	Crusader Knights
0–1	Shock Cavalry	Brother Knights
0+	Pilgrims/Mobs	Colonist militias
0+	Leader	E.g. *Volkwin, Burkhard von Hornhausen, Ernst von Rassburg*
0+	Elite Leader	E.g. *Rudolf of Hapsburg, Otto von Lutterberg, Heinrich Botel, Franco Kerskorff, Konrad von Jungingen*
1+	Heroic Leader	E.g. *Ulrich von Jungingen*



Clash of heavy cavalry (Michael Perry)

Heirs to the Caesars

Komnenan Byzantines: 1071–1204

Manzikert was the end of the old empire, and the start of a brief resurgence in the ancient glory that was Rome. Under Alexios and his heirs, the Eastern Roman Empire fought hard to defend Orthodox civilisation from western heretics and eastern infidels alike, at times allying with one or the other.

Examples	Byzantine Empire
General's Base	Cavalry (any)
High Fervour Units	Latinikon Oikeioi Varangians Vardariotai
Favourite Strategies	Local Scouts Surfeit of Bows

Min/Max	Troop Type	Description
4+	Skirmishers	*Archers, psiloi
4+	Archers	*Archers, one artillery battery, Venetian crossbows
0-2	Light infantry	Manichei, Akritai, Peltasts
0–8	Heavy Infantry	Kontaratoi, Lontophoroi, Menavlioi
0–7	Elite Infantry	Varangians, palatine regiments
2+	Light Cavalry	Vardariots, Trapezetai, Tasinarioi, Turcopoles, Skythikon, Magyars, Alans
1–4	Heavy Cavalry	Kavallarioi, Latinikon, Kataphraktoi, Oikeioi, Koursores
0–8	Shock Cavalry	Latinikon, Kavallarioi, picked lancers, archontopouloi
0+	Pilgrims/Mobs	Levies and militias
0+	Leader	E.g. *Alexios V Doukas Mourtzouphlos, Andronikos Angelos Doukas, Stephen Hagiochristophorites, Michael Aspietes, Manuel Kamytzes*
0+	Elite Leader	E.g. *John II Komnenos, Basil Tzikandyles, John Doukas, Michael Palaiologos, Alexios Gidos, John Komnenos Vatatzes, Andronikos Lapardas, Basil Vatatzes*
1+	Heroic Leader	E.g. *Manuel Komnenos, Prosouch, Gregory Pakourianos, John Axouch, Michael Tarchaneiotes, Andronikos Kontostephanos*
0+	Epic Leader	E.g. *Alexios Komnenos, Constantine XI Marmaromenos, Alexios Branas*

The minimum of four bases of Archers per 100pts can be bought from either the Skirmisher or Archer troop types, or a mix of both.

Later Byzantines: 1204–1461

With the fall of Constantinople to the western barbarians, maintaining the Eastern Empire in its old glory became impossible. Rump states flourished before a difficult reunion was forced, just in time for Constantinople to become nobody's business but the Turks.

Examples	Byzantium Despotate of Epirus Nicene Empire Trapezuntine Empire
General's Base	Heavy or Shock Cavalry
High Fervour Units	Albanian horse Genoese crossbowmen Gianitzaroi
Favourite Strategies	Local Scouts Outriders

Min/Max	Troop Type	Description
2–12	Skirmishers	Archers, javelinmen
2–14	Archers	Greek, Albanian, Vlach bowmen, garrison troops, peasant levies, Genoese crossbowmen
0–7	Light infantry	Levy, 0-2 Gianitzaroi, hillmen, gasmouloi
0–10	Heavy Infantry	Kontaroi, urban militia spearmen, Vlachs
0-3	Elite Infantry	Genoese mercenaries with 2-handed swords
2–12	Light Cavalry	Pechenegs, Cumans, Vlachs, Albanians, Bulgars, Turks, *stratioti*, Balkan horsemen
2–10	Heavy Cavalry	Stratiotai, Albanian horse
0–4	Shock Cavalry	Kataphraktoi, mercenary knights
0+	Pilgrims/Mobs	
0+	Leader	E.g. *Graitzas Palaiologos, Theodore I Laskaris*
0+	Elite Leader	E.g. *John II Orsini, John Palaiologos, John III Doukas Vatatzes, Theodore II Laskaris, Michael II Komnenos Doukas, Alexios Strategopoulos, Matthew Kantakouzenos*
1+	Heroic Leader	E.g. *John Doukas, Theodore I Palaiologos, Theodore Komnenos Doukas*
0–1	Epic Leader	

Holy Romans: 1106–1519

The Holy Father in Rome's most dogged foe was the Holy Empire of the Romans. Splintered and fractious as it was, it united much of the European peninsula under imperial banners, and was the heart of many expeditions into foreign lands.

Examples	Bohemian League Czechs Germans Great Company Italians Kingdom of Napoli
General's Base	Heavy or Shock Cavalry
High Fervour Units	Swiss mercenaries Men-at-arms Forlorn hopes
Favourite Strategies	Gunpowder Weapons Outriders

Min/Max	Troop Type	Description
0-3	Skirmishers	Levy archers, crossbowmen, forlorn hopes
2–16	Archers	Militia crossbowmen, levy archers, hand gunners, 0-2 artillery
3–8	Light infantry	Militias
4–16	Heavy Infantry	Halberdiers, heavy spearmen, 0-2 Flemish pike
0–6	Elite Infantry	Landsknechts & Swiss mercenaries, 0-2 War Wagons
1+	Light Cavalry	Mounted crossbowmen, *stratioti*
2-20	Heavy Cavalry	Men-at-arms, mercenaries, serjeants
0-2	Shock Cavalry	Men-at-arms
0-24	Pilgrims/Mobs	
0+	Leader	E.g. *John the Blind,*
0+	Elite Leader	E.g. *Richard Filangieri, Leopold VI, Nicholas VII Hahót, Hynce Ptáček, Oldřich II of Rosenburg, John of Neumarkt, Werner von Urslingen, Manfred of Sicily*
1+	Heroic Leader	E.g. *Wencelaus II of Bohemia, William the Victorious, Sigismund of Luxembourg*
0–1	Epic Leader	E.g. *Frederick Barbarossa*

This list can also be used to represent Free Companies, Swedes and Danes.

Seljuq cavalry supported by horse archers move forward (Michael Perry)

Iberian Princes: 1063–1340

Once united by Romans and Ummayads, by the time Alexander II started offering indulgences for Latin knights to cross the Pyrenees in 1063, the Iberian peninsula was splintered into dozens of Muslim and Christian kingdoms. There was little to differentiate one from another, especially since religion was no obstacle to mercenary service on either side of fluid borders.

Examples	El Cid! Taifas Portuguese Spaniards
General's Base	Heavy Cavalry
High Fervour Units	Almogavars Brotherhood Knights
Favourite Strategies	Local Scouts Powerful Sermon

Min/Max	Troop Type	Description
2+	Skirmishers	Almogavars
0-2	Archers	Bowmen
0+	Light infantry	Andalusian infantry, Almogavars
0+	Heavy Infantry	Shield bearers
0+	Elite Infantry	Dismounted men-at-arms
2–4	Light Cavalry	Jinetes
1–6	Heavy Cavalry	Andalusian nobles
0–4	Shock Cavalry	Brotherhood Knights
0–10	Pilgrims/Mobs	Peasant levies
0+	Leader	E.g.
0+	Elite Leader	E.g. *Peter II and III of Aragon, Sancho Ramírez*
1+	Heroic Leader	E.g. *Alfonso VIII the Noble, Sancho VII of Navarre, Ramon Berenguer, James the Just*
0–1	Epic Leader	E.g. *Afonso I, Ferdinand III, Alfonso the Warrior, James the Conqueror*

Slavic Empires: 1204–1530

Far beyond even the furthest limits of Mediterranean empire, fur-clad northerners raised Caesar's crown to their own brows to bathe in the reflected glory of his conquests. Uncounted leagues were ruled by hard men on swift horses, each convinced that he too, in time, could earn the title of Tsar with fire and steel.

Examples	Bulgarian Empire Grand Duchy of Lithuania Muscovite Rus Russian Princedoms Ruthenians Serbian Empire Vlachs & Moldavians
General's Base	Heavy or Shock Cavalry
High Fervour Units	Serbian hussars Cossacks Noble cavalry
Favourite Strategies	Local Scouts Surfeit of Bows

Min/Max	Troop Type	Description
0–6	Skirmishers	Foot Cossacks, archers
2–8	Archers	Bowmen (including Balkan mercenaries), 0–4 Cossack hand gunners after 1470
0-2	Light infantry	Levy
0–6	Heavy Infantry	Militia spearmen, Serb/Croat/Bosniak swordsmen, mercenary spearmen
0-2	Elite Infantry	Two-handed swordsmen, War Wagons
4-26	Light Cavalry	Horsemen, Mongols, Cossacks, Turkomans, hussars, Vlachs, Bulgars, Greeks
2–16	Heavy Cavalry	Nobles, mercenary knights
0–4	Shock Cavalry	Nobles
0+	Leader	E.g. *Yury of Smolensk, Darman and Kudelin, Fruzhin, Dmitri the Terrible Eyes, Siniša*
0+	Elite Leader	E.g. *Vasily the Dark, Stefan Dečanski, Ivailo Bardokva, Michail Asen, Syrgiannes Palaiologos, Švitrigaila, Yaroslav II of Vladimir, Hrelja, Uroš the Great*
1+	Heroic Leader	E.g. *Lazar Hrebeljanović, Algirdas, Stefan the Tall, Kaloyan the Romanslayer, Ivan Asen II, Ivan Alexander, Dušan the Mighty, Ivan the Great, Dmitri Donskoy*
0–1	Epic Leader	E.g. *Vlad the Impaler, Alexandr Nevsky, the Saint King, Skanderbeg*

Successors of the Prophet

Lords of Al-Andalus: 1085–1492

The taifas were reunited at lancepoint, and the new Iberian empires relied over-much on Imazighen warriors from North Africa to discipline al-Andalus' inhabitants. When al-Ma'mun abandoned Seville to restore his control over Morocco, the effect was as seismic as when Rome abandoned Britain. Andalusia splintered into a third taifa period, self-interest and suspicion breaking apart Muslim unity and leading inexorably to the piecemeal victory of the Goths and Franks.

Examples	Almoravid Empire Almohad Caliphate Emirate of Granada Taifas
General's Base	Cavalry (any)
High Fervour Units	Almogavars Black Guard Hasham Guard
Favourite Strategies	Camels Surfeit of Bows

Min/Max	Troop Type	Description
0+	Skirmishers	Archers, javelinmen, tribal levies, Slingers, Almogavars
3+	Archers	Archers, peasant crossbowmen, militia crossbows, mercenary bowmen, 0-2 hand gunners after 1450
0+	Light infantry	Border guards, Almogavars
3+	Heavy Infantry	Militia, Farfanes
0-2	Elite Infantry	Black Guard
2–15	Light Cavalry	Jinetes, Berbers, Muslim mercenaries
0–6	Heavy Cavalry	Hasham Guard, Lancers, mercenary Christian knights
0+	Pilgrims/Mobs	Peasant Militias
0+	Leader	
0+	Elite Leader	E.g. *Muhammad al-Nasir, Yusuf I, Abdallah al-Adil, Abu al-Ala Idris al-Ma'mun*
1+	Heroic Leader	E.g. *Ya'qub al-Mansur, Abdallah al-Bayyasi*
0–1	Epic Leader	E.g. *Abd al Mu'min*

Fatimid Firauns: 1078–1171

Four hundred years after the first great flowering of Arab conquest, they ruled little of the Muslim Mediterranean. But there was still might in ancient blood, heir to both the Prophet and the pharaohs. Fate was cruel to Fatima's children, but they had martial prowess enough to live on in myth! Unlike the Turks who eventually took over their armies and their empire, the Fatimids preferred to rely on massed blocks of archers and infantry.

Examples	Fatimid Caliphate Emirate of Sicily
General's Base	Cavalry (any)
High Fervour Units	Ghulams Mamluks
Favourite Strategies	Surfeit of Bows True Relic

Min/Max	Troop Type	Description
0–5	Skirmishers	Archers, crossbowmen, slingers, Daylami javelinists
3+	Archers	Arab, Berber, Sudanese or Daylami archers, Armenian mercenaries
1–6	Light infantry	Berber infantry, Naffatun
1–8	Heavy Infantry	Abid al-Shira foot, Sariraya pikemen, infantry with lutat
0–1	Elite Infantry	Abid al-Shira Guards
1–9	Light Cavalry	Berbers & Bedouins, Turcomans, Kurdish horse
1–8	Heavy Cavalry	Mamluks, Faris, Turks
0–6	Shock Cavalry	Ghulams
0-2	Pilgrims/Mobs	Levies, Ghazi
0+	Leader	E.g. *al-Ma'mun al-Bata'ihi*
0+	Elite Leader	E.g. *Jurdik, Taqi al-Din, Keukburi*
1+	Heroic Leader	E.g. *Fakr ad-Din, Saif ad-Din, Al-Afdal Shahanshah*
0–1	Epic Leader	E.g. *Salah ah-Din*

Early Turkish Empires: 1095–1307

Turks swept aside Arabs and Greeks alike to become stalwart rulers of the Levant. Ruling in their own right and as the mailed fist of caliphs in Cairo and Baghdad, most of the warriors who faced the forgers of Outremer were Turks or fought under Turkish direction. Under the nominal suzerainty of the Seljuk emperors, atabegs, beys and emirs went to war for their own honour and advancement. To westerners, the greatest Saracens were counted among these lords of war: Saladin, Kerbogha, and Baybars.

Examples	Abbasid Dynasty Artuqid Dynasty Ayyubid Dynasty Danishmends House of Mengüjek Seljuk Empire Sultanate of Rūm Zengid Dynasty
General's Base	Heavy or Shock Cavalry
High Fervour Units	Daylami Bedouins Ghulams Kurds Volunteer mujahideen
Favourite Strategies	Local Scouts Surfeit of Bows

Min/Max	Troop Type	Description
0–12	Skirmishers	Archers, javelinmen
0–1	Archers	Crossbowmen
0–4	Light infantry	Daylami, Naffatun
0-2	Heavy Infantry	Spearmen
4–18	Light Cavalry	Turcomans, Arab Bedouins
0–9	Heavy Cavalry	Ghulams, Kurds, Syrians, 0–1 Frankish or Armenian knights
0-2	Shock Cavalry	Nobles & elites, Mamluks
0+	Pilgrims/Mobs	Volunteer mujahideen
0+	Leader	E.g. *Yaghi Siyan, Malik Shah, al-Salih Ismail, Turanshah, an-Nasir Yusuf*
0+	Elite Leader	E.g. *Qilij Arslan, Tughtegin,, Ibn al-Muqaddam, Fakr al-Mulk Radwan, Artuk Bey, Kaykhusraw I*
1+	Heroic Leader	E.g. *Imad ad-Din Zengi, Karbughā, Ilghazi of Mardin, Shirkuh, Fakr al-Mulk ibn Ammar*
0–1	Epic Leader	E.g. Nūr al-Dīn, Baybars, Salah ah-Din, Kayqubad I

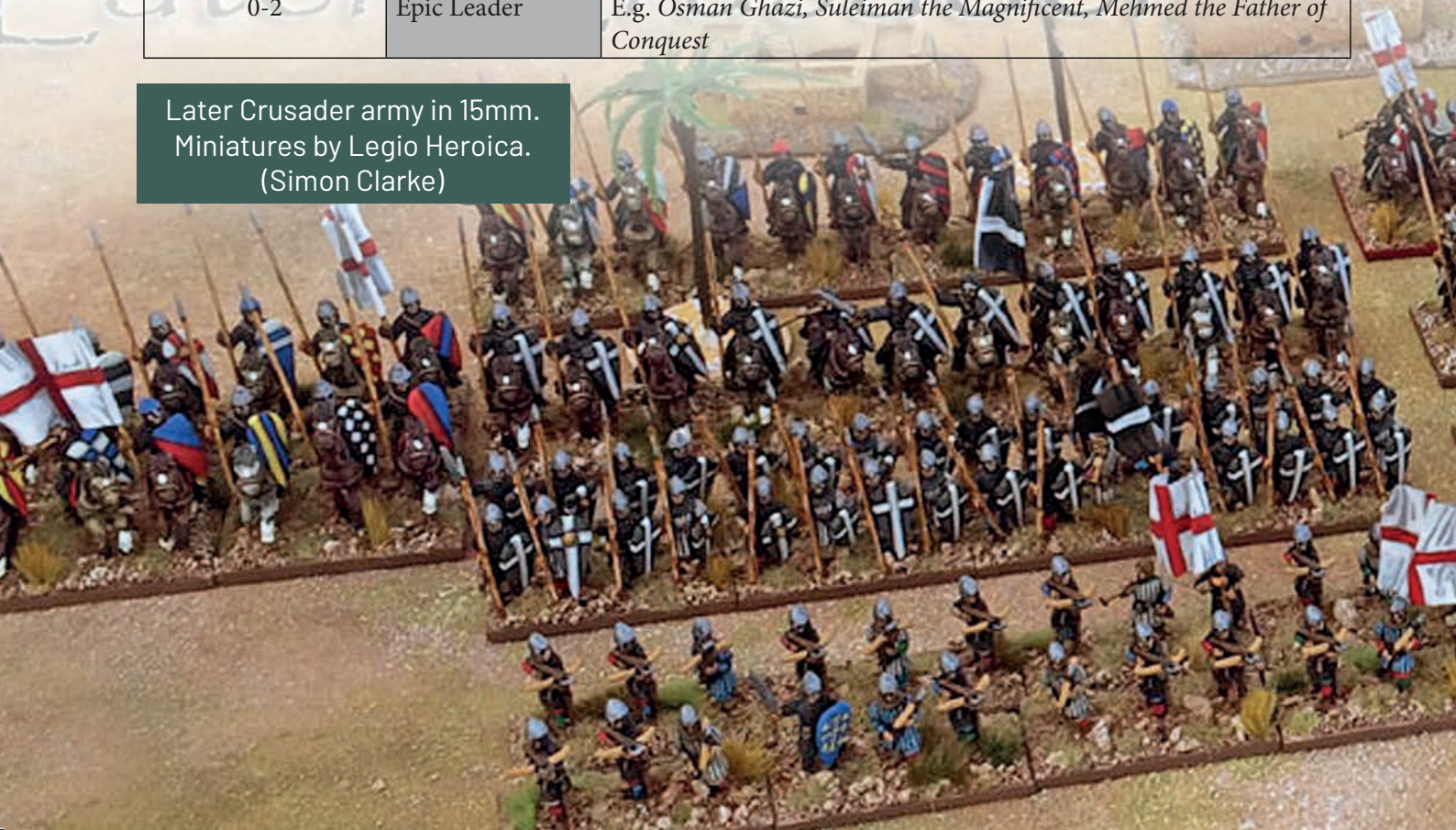
Knights Templar Commanders in 15mm. Miniatures by Legio Heroica. (Simon Clarke)

Ottoman Ascendancy: 1299–1593

Once one humble beylik among many, Osman and his heirs created a behemoth that would stagger the world and crush Rome's millennial legacy. Mixing vassal levies and professional full-time soldiers to devastating effect, the Ottoman war machine kept rolling on until the English took Jerusalem in 1917.

Examples	The Ottoman Empire
General's Base	Shock Cavalry or Elite Infantry
High Fervour Units	Janissaries Kapikulu
Favourite Strategies	Gunpowder Weapons Stakes

Min/Max	Troop Type	Description
0-half of all bases	Skirmishers	Azab & vassal skirmishers
1-3	Archers	Archers, cannon
6+	Light infantry	Azabs, vassal infantry, voynuks, martolos, yaya
0–4	Heavy Infantry	Janissaries
0–1	Elite Infantry	Janissaries
2+	Light Cavalry	Akindji, timariots, delis, Pechenegs
0-2	Heavy Cavalry	Sipahi
0–1	Shock Cavalry	Silahtar Kapikulu
0+	Leader	
0+	Elite Leader	E.g. *Hadım Yakup Pasha, Gazi Husrev Bey, Bayezid the Thunderbolt, Turahan Bey*
1+	Heroic Leader	E.g. *Telli Hasan Pasha, Lala Shahin Pasha, Murad I, Gazi Baba, Mehmed the Restorer, The Ghazi King*
0-2	Epic Leader	E.g. *Osman Ghazi, Suleiman the Magnificent, Mehmed the Father of Conquest*



Later Crusader army in 15mm. Miniatures by Legio Heroica. (Simon Clarke)

Mamluk Sultans: 1250–1517

Originally slave-soldiers intended to circumvent the perverse incentives of hereditary warrior aristocracy, the Mamluks overthrew their masters and began their own warrior aristocracy, with the unusual wrinkle of buying their heirs from slave traders. Though their dominions never quite matched some of their predecessors, they were key to defeating not only the firanji but the Mongols too.

Examples	Bahri Mamluks Burji Mamluks
General's Base	Shock Cavalry
High Fervour Units	Mamluks Naffatun
Favourite Strategies	Camels Surfeit of Bows

Min/Max	Troop Type	Description
0-2	Skirmishers	Javelinmen
0-3	Archers	Crossbowmen, bowmen, 0–1 artillery
0-3	Light infantry	Levy infantry, Naffatun
2-22	Light Cavalry	Turcomans, Halqa, Bedouins
4–14	Heavy Cavalry	Noble Mamluks, Syrian & Kurdish horse
0-2	Shock Cavalry	Royal Mamluks
0+	Pilgrims/Mobs	*Peasants formed 2-thirds of the army at the siege of Acre*
0+	Leader	
0+	Elite Leader	E.g. *Qalawun, Aybak*
1+	Heroic Leader	E.g. *Qutuz, Faris al-Din Aktay*
0–1	Epic Leader	E.g. *Baybars*

Baltic Pagans

Enriched by maritime trade, made independent by their riches, the pagans of the Baltic fought long and hard to preserve their way of life from enemies on all sides. Over the centuries, one citadel after another fell into the pockets of far-off preachers.

Examples	Curonians Estonians Finns Kurs Kvens Latvians Lithuanians Livonians Oesilians Old Prussians Rotalians Semigallians Wends
General's Base	Any cavalry
High Fervour Units	General's cavalry type
Favourite Strategies	Local Scouts Outriders *But it all depends on who and when*

Min/Max	Troop Type	Description
2+	Skirmishers	Archers, javelinmen
2+	Light infantry	Axemen
0–6	Heavy Infantry	Serried foot and dismounted men-at-arms
2+	Light Cavalry	Tatars, squires, clan cavalry
0–4	Heavy Cavalry	Knights and men-at-arms
0+	Pilgrims/Mobs	Local levies and militias
0+	Leader	
0+	Elite Leader	E.g. *Lembitu*
1+	Heroic Leader	E.g. *Alminas, Nameisis, Viestards, Traidenis*
	Epic Leader	E.g. *Mindaugas*

Hussites of the Chalice: 1419–1434

Under the direction of one-eyed general Jan Zizka, the Hussites fought for the right to their own religion against the aristocrats of the Holy Roman Empire, who were egged on by Pope Martin V and Joan of Arc! Despite their generally humble origins, they humbled crusade after crusade called by their social 'betters', and presaged the Wars of Religion that would consume Europe within a few decades.

Crusader infantry stand against Azerbaijani swordsmen (Michael Perry)

Examples	Utraquists Taborites Orphans
General's Base	Heavy Cavalry
High Fervour Units	Flailmen War wagons Fanatical peasants
Favourite Strategies	Gunpowder Weapons Surfeit of Bows*

* Yes, you can combine both these Strategies on the same base.

Min/Max	Troop Type	Description
0–4	Skirmishers	Peasants with bows or slings
0–4	Archers	Artillery batteries, handgunners, crossbowmen
3+	Light infantry	Followers
0–8	Heavy Infantry	Halberdiers and flailmen
2–12	Elite Infantry	War wagons
0–4	Light Cavalry	Crossbow scouts, *stratioti*
0–6	Heavy Cavalry	Bohemian nobles, Hussite horse
0–4	Pilgrims/Mobs	Fanatical peasants
0+	Leader	E.g. *Spytko III of Melsztyn*
0+	Elite Leader	E.g. *Jan Čapek of Sány, Diviš Bořek, Čeněk of Wartenberg, Hynek Krušina*
1+	Heroic Leader	E.g. *Sigismund Korybut, Jan Roháč, Prokop the Bald*
0–1	Epic Leader	E.g. *Jan Žižka*

Mongol Banners: 1222–1355

The Mongols arrived from the east like a stormfront, crashing down through Christians and Muslims alike. Embodiments of millenarian hopes and fears, only the untimely death of the Khagan saved the demesnes of the One God from total Mongol domination. Although their vassals were rarely invested in their success, the skill of the banners rocked the world from the Baltic to the Pacific.

Examples	Golden Horde Ilkhanids Imperial Mongols Steppe Mongols Timurid Empire
General's Base	Shock Cavalry
High Fervour Units	Mongols Khan's Guard
Favourite Strategies	Outriders Surfeit of Bows

Min/Max	Troop Type	Description
0–4	Skirmishers	Dismounted horsemen
0–8	Archers	Frankish crossbowmen, dismounted horsemen, 0-2 artillery
0+	Light infantry	Vassal levies
4+	Light Cavalry	Mongols, Turcomans
2+	Heavy Cavalry	Mongols
1–6	Shock Cavalry	Khan's Khorchin guards, 0-2 Franks or Hospitallers
0+	Leader	E.g. *Kavgadii, Toqhta, Büri*
0+	Elite Leader	E.g. *Kitbuqa Noyan, Ulugh Muhammad, Güyük Khagan, Mangudai*
1+	Heroic Leader	E.g. *Abaqa, Möngke Khan, Ogodai Khagan, Tokhtamysh, Edigu, Nogai Khan, Uzbek Khan, Batu Khan, Hulegu Khan*
0+	Epic Leader	E.g. *Subutai, Tamerlane*

Knights Templar Foot and Mounted in 15mm. Miniatures by Legio Heroica. (Simon Clarke)

Appendix I

Selected Reading

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Appendix I

Crusades

Popular imagination remembers fewer than half a dozen Crusades, starting in 1096. This list of start dates shows just how many expeditions scholarship now recognises as parts of the 'crusading movement', however disorganised and dysfunctional any such notional whole might have been.

- 1061 – Papal sanction to Sicilian invasion
- 1063 – Papal sanction to Iberian warfare
- 1085 – Capture of Toledo
- 1096 – People's Crusade
- 1096 – Princes' Crusade ('First')
- ('these men often bore the titles of count or duke and could challenge or, in some cases, even eclipse the power of kings'.)
- 1101 – Crusade of the Faint-Hearted
- 1106 – Bohemond's Crusade
- 1107 – Norwegian Crusade
- 1122 – Venetian Crusade
- 1123 – Kalmar Crusade
- 1129 – Damascus Crusade
- 1145 – *Edessan/Conrad's* Crusade ('Second')
- 1147 – Wendish Crusade
- 1150 – First Swedish Crusade
- 1189 – Kings' Crusade ('Third')
- 1197 – German Crusade
- 1199 – *Italy and Spain*
- 1202 – ('Fourth')
- 1207 – Livonian Crusade
- 1209 – Albigensian Crusade
- 1212 – Children's Crusade
- 1217 – Damiettan Crusade ('Fifth')
- 1217 – Prussian Crusade
- 1228 – Crusade of Frederick II ('Sixth')
- 1228 – Drenther Crusade
- 1233 – Stedinger Crusade
- 1235 – Bosnian Crusade
- 1239 – Barons' Crusade
- 1240 – Russian Crusade
- 1248 – Louis IX's Crusade to the Holy Land ('Seventh')
- 1249 – Second Swedish Crusade

- 1251 – Shepherds' Crusade
- 1267 – Rhenish Crusade
- 1269 – Crusade of the Infants of Aragon
- 1270 – Second Crusade of Louis IX ('Eighth')
- 1271 – Lord Edward's Crusade
- 1283 – Lithuanian Crusade
- 1284 – Aragonese Crusade
- 1291 – Fall of Acre
- 1293 – Third Swedish Crusade
- 1302 – Fall of Ruad
- 1309 – Crusade of the Poor
- 1320 – Shepherds' Crusade
- 1340 – Bohemian Crusade
- 1343 – Smyrniote Crusades
- 1365 – Alexandrian Crusade
- 1366 – Savoyard Crusade
- 1383 – Despenser's Crusade
- 1390 – Barbary Crusade
- 1396 – Sigismund's Crusade
- 1397 – King Martin's Crusades
- 1419 – Hussite Wars
- 1443 – Crusade of Varna
- 1492 – End of the *Reconquista*
- 1513 – Hungarian Peasants' Crusade

Knights Templar Commanders in 15mm. Miniatures by Legio Heroica. (Simon Clarke)

Swords of God
Quick Reference Sheet

- Resolve a Move: Roll 3d6, add the modifier in the top right corner (max +6), and check the total against the Move's results. You will have 1+ choices from the list provided. Fervour damage is usually equal to the middle result in the roll (i.e. 4 from 6, 2, 4).

Turn Order

- Battle Phase
    1. Roll +Faith, highest goes first.
    2. Activate an unactivated Leader and their bataille. Roll and resolve. By default the other player takes the initiative.
    3. Player with the initiative activates an unactivated Leader of their own. Repeat 2 & 3 until all Leaders have been activated. No base can be activated more than once per turn.
    4. Unbloodied bases without Leaders that haven't activated this turn may now attempt to resolve either their Signature Move or a Core Move. Initiative is automatically ceded after each base has activated.
- Prayer Phase
    1. Remove any Bloodied base without a Leader reduced to Fervour 0.
    2. Each base within 2 squares of the enemy board edge and 2+ squares from the closest enemy base must roll +Faith or leave the board.
    3. For each of your bases with a Fervour of 1 or more that left the table this turn during a roll you made, add 1 Fervour to any Infantry, Pilgrim, Heavy Cavalry, or Shock Cavalry base. Maximum Fervour remains 5.
    4. **If an army is at Faith 0**, all their batailles without Leaders must withdraw. Naturally, if *all* their batailles are without Leaders, the other player wins.
    5. **If an army is above Faith 0**, the enemy player rolls a d6 for each of the army's bases in a bataille without a Leader or an enemy base in contact. Roll above the army's current Faith total to make the base flee the table. Don't roll for bases that are uncommanded but still adjacent to friendly bases within a friendly Leader's command range.
    6. +1 Faith if you lost one or more bases in the Fighting Phase. +1 Faith for each Leader you lost.

Troop Table									
Name	**Pace**	**Mettle**	**BUA**	**Field**	**Hills**	**Marsh**	**Rock**	**Water**	**Wood**
Skirmishers	2	0	Clear	Clear	Clear	R.G.	Clear	R.G.	Clear
Archers	1	0	R.G.	R.G.	Clear	R.G.	R.G.	R.G.	R.G.
Light Infantry	2	2	Clear	Clear	Clear	R.G.	Clear	R.G.	R.G.
Heavy Infantry	1	3	R.G.	R.G.	R.G.	R.G.	R.G.	R.G.	R.G.
Elite Infantry	1	4	R.G.	R.G.	R.G.	R.G.	R.G.	R.G.	R.G.
Light Cavalry	3	1	Clear	Clear	Clear	R.G.	Clear	R.G.	R.G.
Heavy Cavalry	2	2	R.G.	R.G.	Clear	Imp.	R.G.	R.G.	R.G.
Shock Cavalry	2	3	R.G.	R.G.	Clear	Imp.	R.G.	R.G.	R.G.
Pilgrims/Mobs	1	2	R.G.	R.G.	Clear	R.G.	R.G.	R.G.	R.G.
Leader (0)	-	-	As per unit base						
Elite Leader (1)									
Heroic Leader (2)									
Epic Leader (3)									

	Core	**Command**	**Special**
Melee	Hold The Line	Fall Back *Heroic Last Stand* Mortal Combat	Break The Wave (Heavy Infantry)
Movement	Advance *Desperate Charge* Struggle Through The Brush	Glorious Charge *Wheel*	Disciplined Advance (Elite Infantry) *Foxes in the Vineyard (Skirmishers)* Wolves In The Stall (Light Infantry) *Thunderous Charge (Shock Cavalry)* Wild Charge (Heavy Cavalry)
Ranged	-	Darken the Sky	Stampede of Dust and Iron (Light Cavalry) *Volley Fire (Archers)*
Spiritual		Inspire The Troops *Pray*	Rush of Believers (Pilgrims/Mobs)

Bloodied

Bases are either bloodied or unbloodied. There are a few additional rules for bloodied bases. They:

- Cannot use charge Moves, except through Faith abilities.
- Cannot support in combat.
- Cannot make Moves on initiative; they can only act under the direct orders of a Leader.
- Suffer +curses to various types of Move.
- A Bloodied base at Fervour 0 is removed if pushed back; they rout from the field immediately.

About the author

Matt Moran started wargaming in his childhood with Stuart Asquith's 'Wargaming World War Two', before parlaying that interest into playing and writing wargames and role-playing games set in all periods from the Neolithic to the grim, dark future. Established in Nottingham where he lives with his wife, Moran primarily works as a French-to-English translator specialising in tabletop games, but also dabbles in fiction and commission painting. A life-long aversion to tournament play has seen him collect miniatures in every scale from 1/3000 to 1/32 with which to have fun telling stories with friends.

About the artist

Giorgio Albertini was born in 1968 in Milan where he still lives. After studying Medieval History at the University of Milan, he become involved in archaeology and has been involved in several excavations for European institutions. He was responsible for the graphic depiction of archaeological sites and finds. He also works as a historical and scientific illustrator for many institutions, museums, and magazines such as *National Geographic Magazine, BBC History,* and *Medieval Warfare*. He has always been interested in military history and is one of the founders of *Focus Wars* magazine.

Helion Wargames has been created to give the gamer a new range of books and downloads offering introductions to the many periods covered by the company's book series and beyond. Whilst we will be publishing rules systems, the series will focus mainly on primers and introductions to new historical periods and figure scales. Working with writers and gamers from within the wargaming industry, Helion Wargames aims to provide both novice and veteran hobbyist alike with inspiration and help in getting the most from their games.

www.helion.co.uk/series/helion-wargames.php

Swords of God is a narrative wargame set during the Age of Crusades (1100–1400). Rather than attempting to directly simulate the physical aspects of warfare, the rules draw inspiration from *chansons de geste* and other romantic literature of the time, aiming to create a fast-flowing, abstract struggle—one still worthy of a song.

The game is designed to fit battles of around 20,000–30,000 men per side onto a 6' × 4' table. However, any table size can be used if your unit bases are smaller than the 'Impetus' standard of 120mm × 40mm or as numerous as the sands of the sea! Focused on the command and control of key personalities in each army, the system accommodates battles of any scale with an easy-to-use points system. A quick reference chart is also provided to help determine the appropriate table size for your game.

Inspired by historical studies of the Crusades like Avner Falk's *Franks and Saracens*, and Vincent Baker's seminal *Apocalypse World* rules engine, the game's deep yet simple mechanics encourage meaningful tactical choices while ensuring the action always moves forward. Among its features:

- A unified mechanic based on rolling three six-sided dice.
- Gridded movement to accelerate gameplay, with each square's side equal to half the width of a unit base.
- Scenario generation that incorporates battlefield terrain.
- More than half a dozen special rules reflecting the army commander's relationship with the divine. In an era defined by personal oaths and charismatic authority, these rules extend to their entire army.

Army lists for campaigns in Iberia, the Baltics, the Languedoc, Bohemia, and the Levant include curated selections of generic unit types. Meanwhile, the Faith Trees—available to generals of any religion—offer unique special rules based on their emotional connection to the divine and the religious war that ensnares them. Each Faith Tree lends an army a distinct feel, ensuring a high degree of replayability, even within the same campaign.

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